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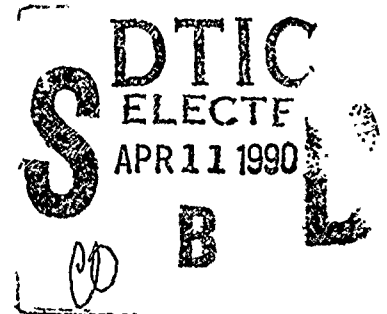


AD-A220 501

RAPID AIR DEFENSE EVALUATION SYSTEM  
(RAIDES)  
STUDENT'S TRAINING COURSE GUIDE

Prepared For:

Department of the Army  
Joint Tactical Fusion Program  
1500 Planning Research Drive  
McLean, VA 22102-5099



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Prepared By:

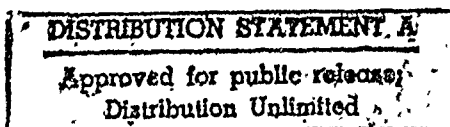
Systems Control Technology, Inc.  
Mission Effectiveness Department

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white\*

Approved By:

Peter D. Bernstein  
RAIDES Project Manager

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01	03	01			
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<p>This document was developed as a hands-on student training manual for the US Army's Rapid Air Defense Evaluation System (RAIDES). There are five manuals for RAIDES. RAIDES was developed by Systems Control Technology, Inc, Palo Alto, CA for the Joint Tactical Fusion Program Management Office (JTJFPMO). RAIDES is a derivative of USAF's Force Level Automated Planning System (FLAPS) and was extensively modified to incorporate a Blue versus Red situation display for the US Army air defenders. The RAIDES program consists of two major stand-alone software programs: the SUPR program which defines a 3-D real-world statespace area where the US Army air defenders would operate; and RAIDES which provides Blue survivability estimates for Red attacking forces given a specific battlefield scenario and real-world threat. This manual compliments the RAIDES Instructor/Lesson Guide and Positional Handbook by describing RAIDES basic operating commands that are used with the JTJFPMO's Portable Analyst Workstation (PAWS), presenting actual color screen output displays, and providing examples of RAIDES output messages. This document provides an excellent pictorial of RAIDES output capabilities. (KR) ←</p>					
20. DISTRIBUTION / AVAILABILITY OF ABSTRACT <input type="checkbox"/> UNCLASSIFIED/UNLIMITED <input checked="" type="checkbox"/> SAME AS RPT. <input type="checkbox"/> DTIC USERS			21. ABSTRACT SECURITY CLASSIFICATION UNCLASSIFIED		
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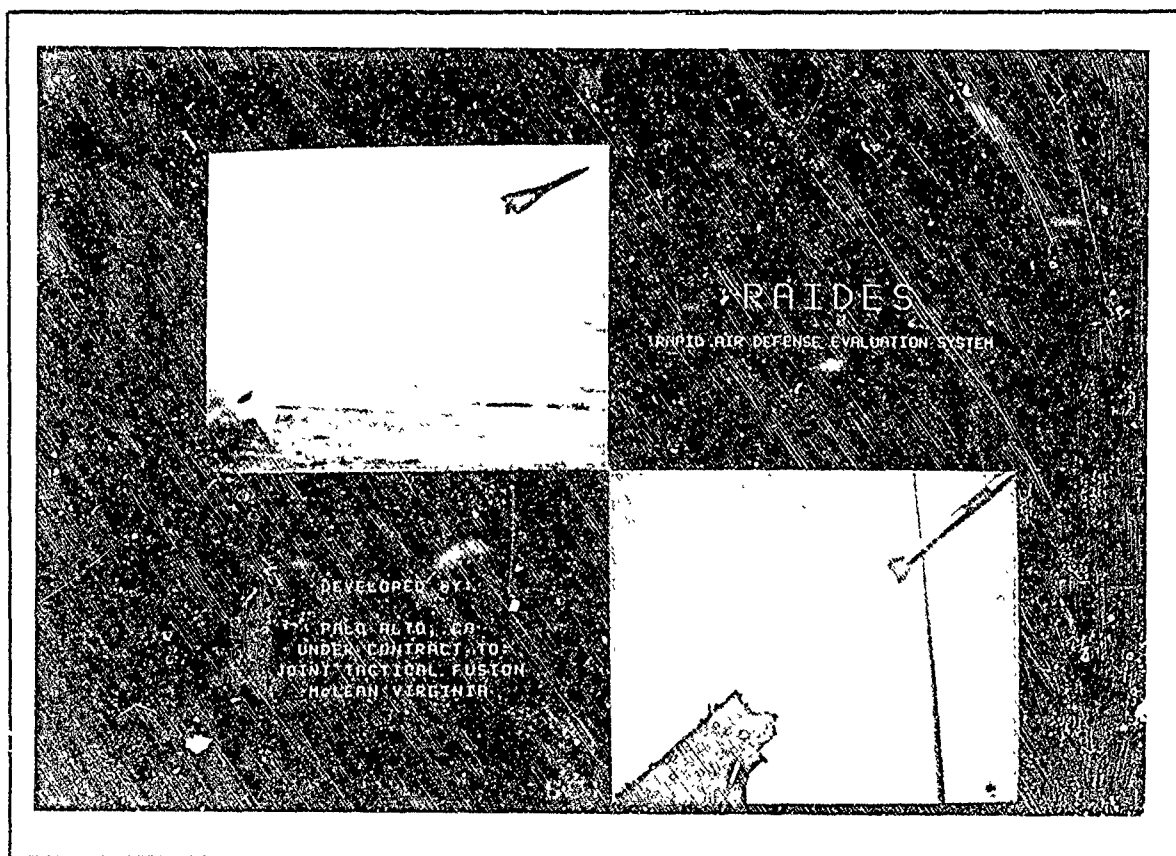
# **RAIDES STUDENT'S TRAINING COURSE GUIDE**

## **TABLE OF CONTENTS**

- 1 INTRODUCTION TO RAIDES**
- 2 GETTING STARTED IN RAIDES**
- 3 THE DATABASE MANAGER**
- 4 HOW TO DISPLAY**
- 5 REDEPLOYING AIR DEFENSE ASSETS**
- 6 CREATING MINIMUM RISK ROUTES**
- 7 MODIFYING ROUTES**
- 8 SHOW .JG ROUTE COORDINATION**
- 9 CREATING A STATESPACE**

LESSON 1 INTRODUCTION TO RAIDES  
NOTE TAKING SHEET NO. 1

I. INTRODUCTION



Accession For	
NTIS GRA&I	<input checked="" type="checkbox"/>
DTIC TAB	<input type="checkbox"/>
Unannounced	<input type="checkbox"/>
Justification	
By	
Distribution/	
Availability Codes	
Dist	Avail and/or Special
A-1	

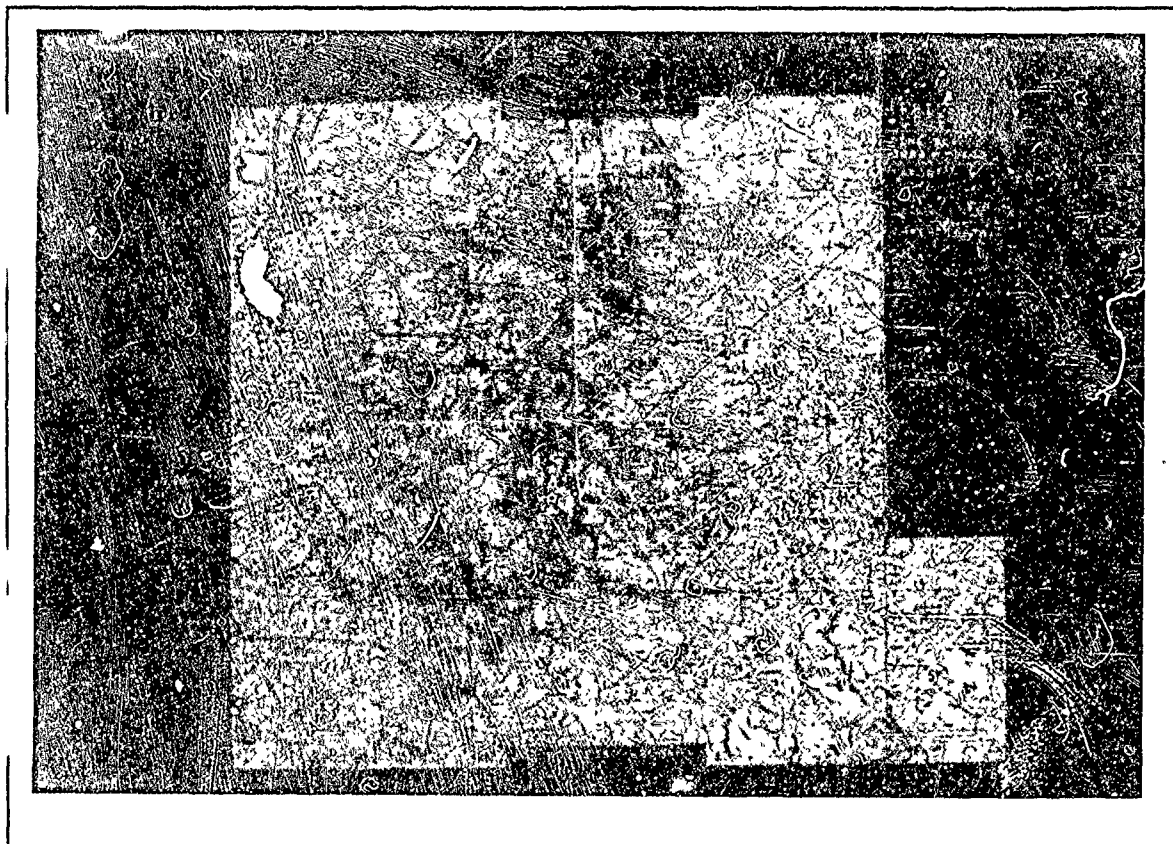
A. Purpose

B. Functions

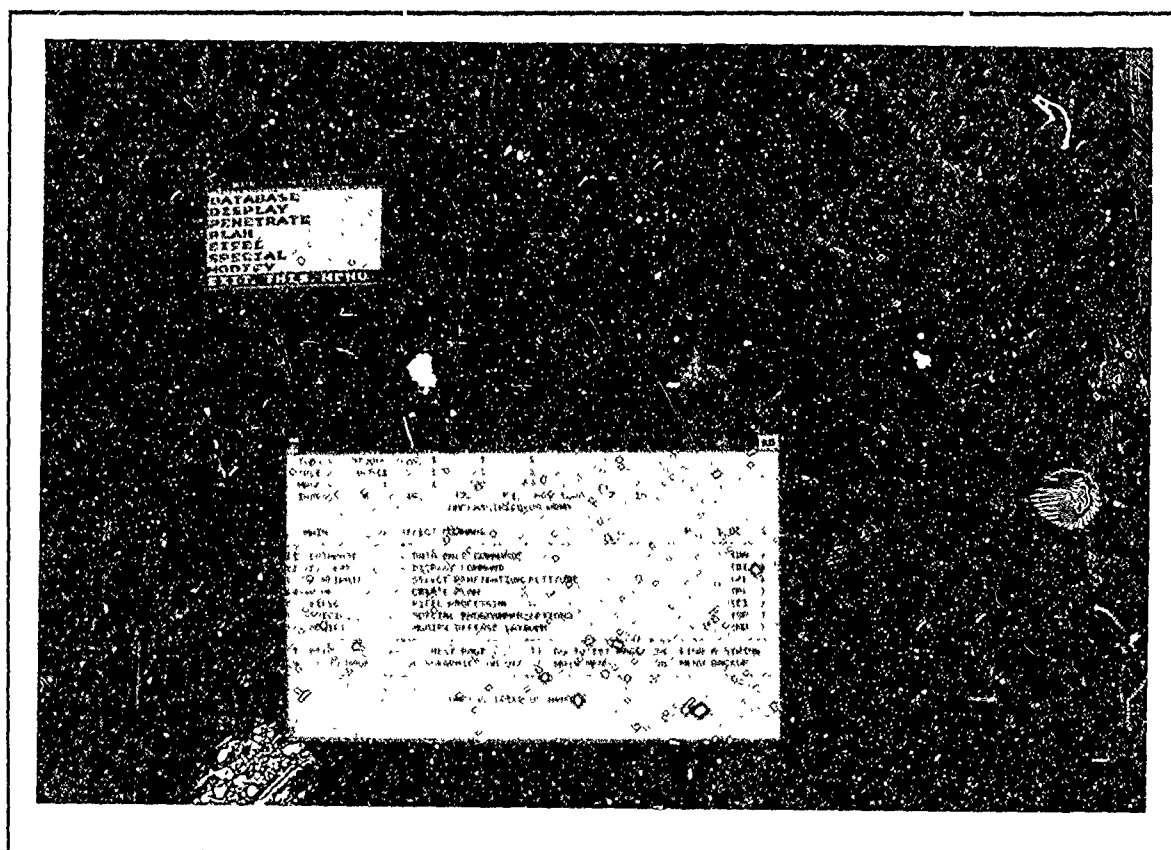
1. Display current deployment
2. Move assets
3. Add new assets
4. Show statespace
5. Construct minimum risk routes
6. Modify routes

II. CAPABILITIES

A. Overview



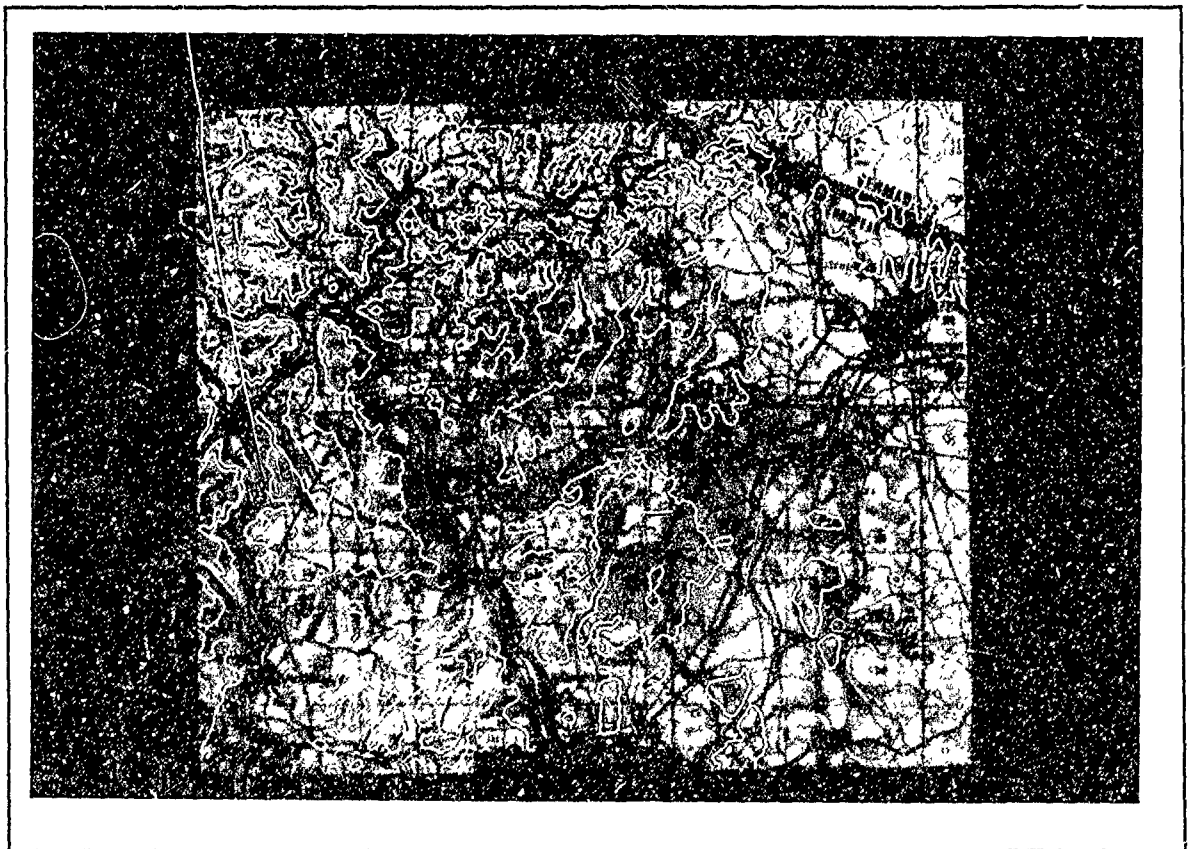
## B. User interface



C Displays current deployment of assets

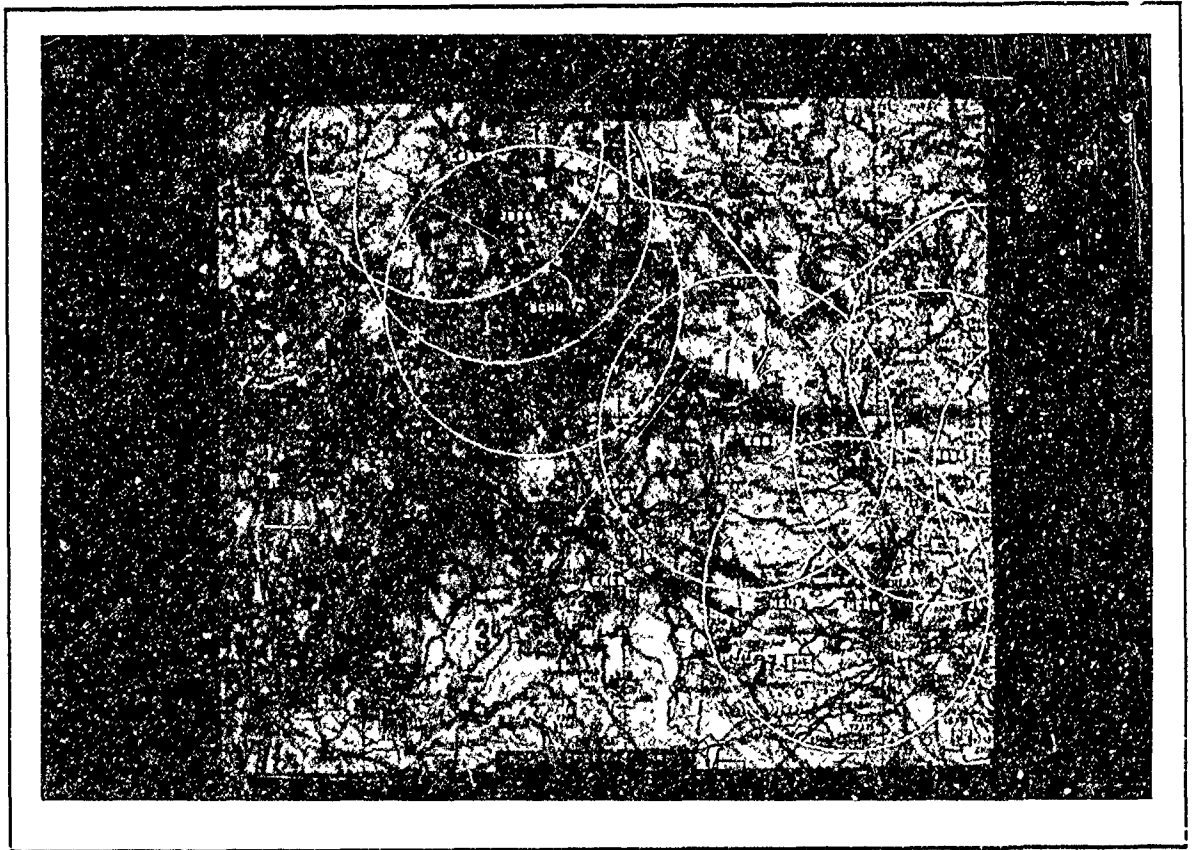
1. ASCII text files

2. Location + capabilities + terrain

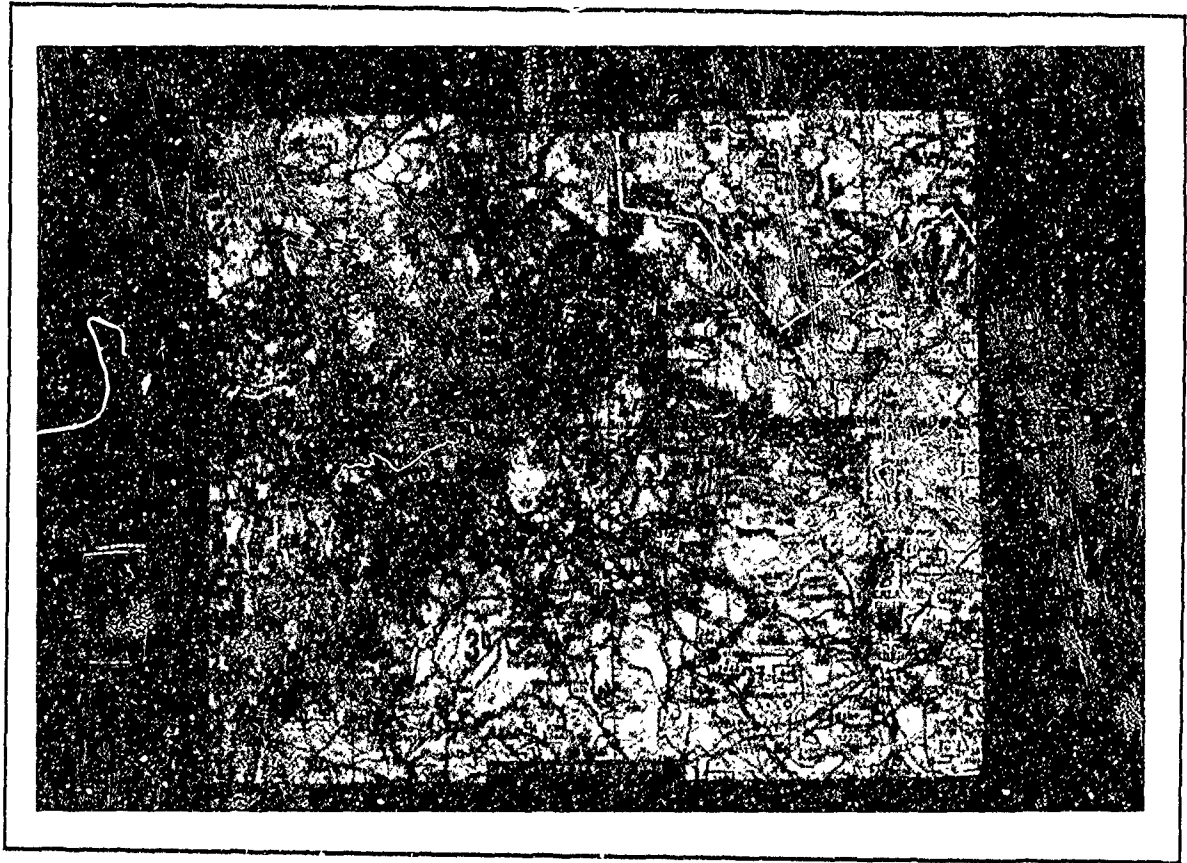




3. Circles, IDs, reports



#### 4. Danger contours

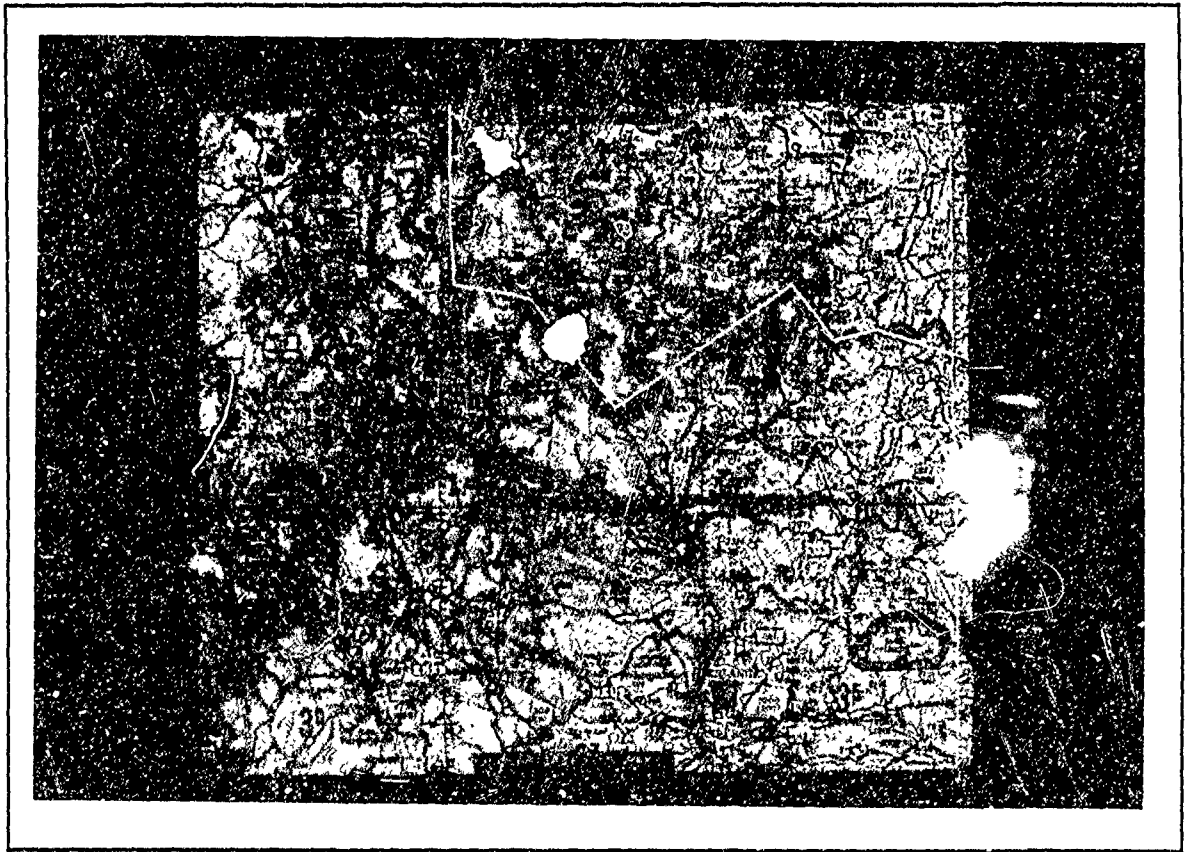


#### D. Move deployed assets

##### 1. Selection of asset(s)

2. Presurveyed sites

3. Terrain masking



4. Modified statespace

E Adding new assets

1. Indicate ID, type, location

2. Graphics oriented

3. No presurveyed sites

4. Terrain masking

5. Modified statespace

F. Lethality effects of redeployment

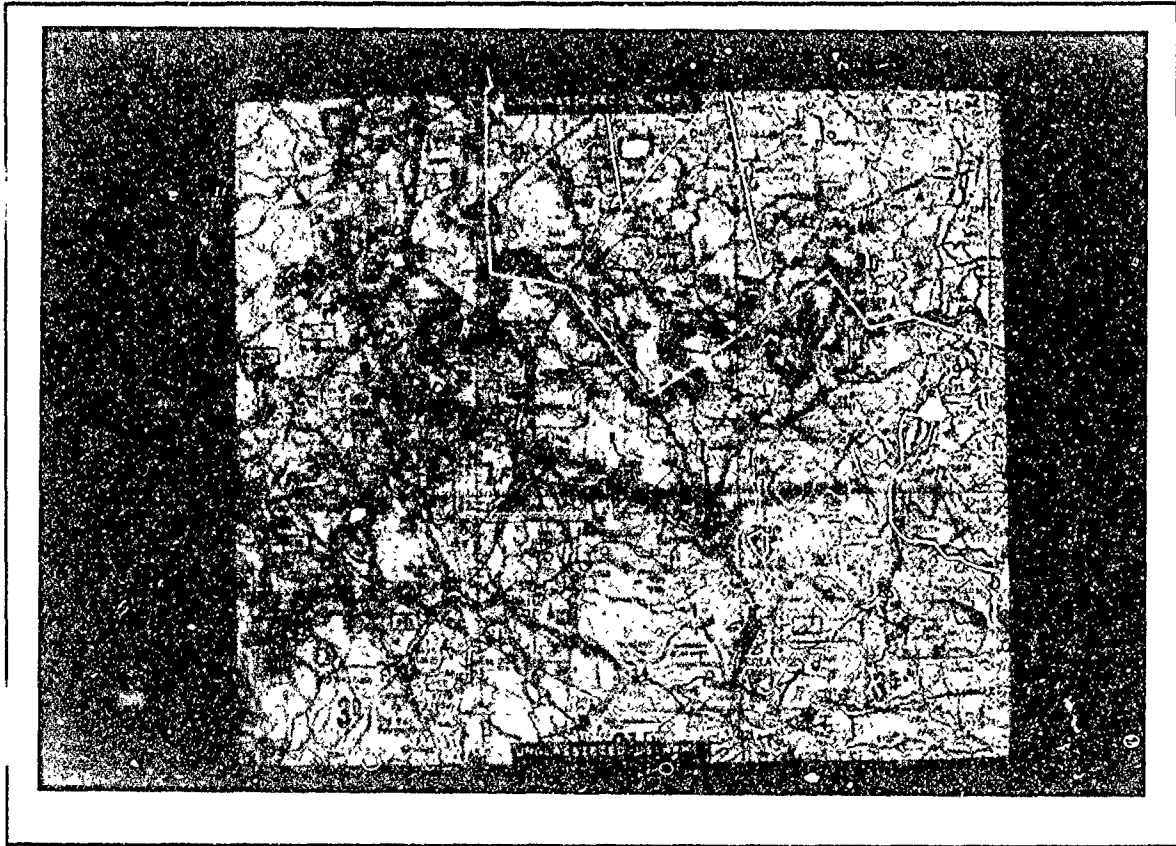
1. Circles, IDs, reports

2. Display danger contours

G Weaknesses shown by minimum risk routes

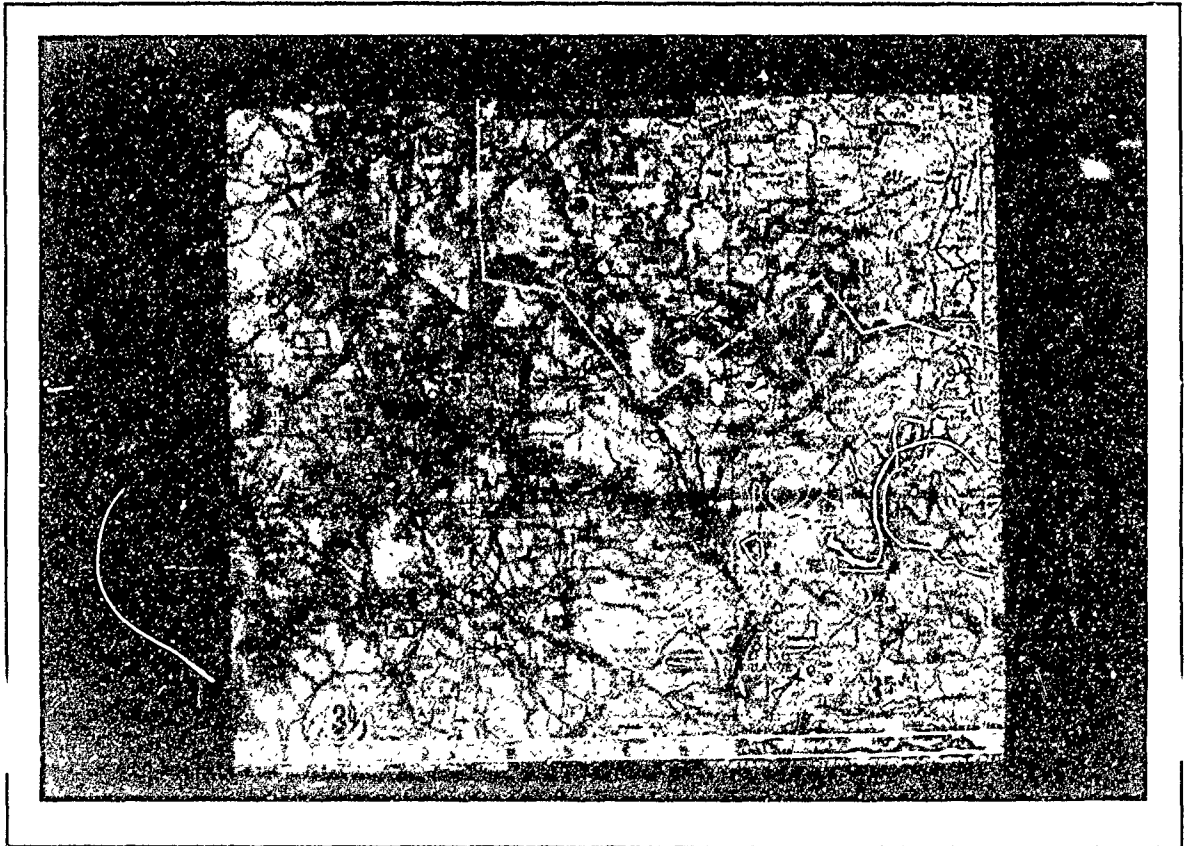
1. Tasking form
2. Create routes
3. Detailed analysis

#### 4. Graphics display



H Effectiveness against enemy tactics

# 1. Modify routes through Manual



# 2. Detailed analysis

LESSON 2 GETTING STARTED IN RAIDES  
NOTE TAKING SHEET NO. 2

I. INTRODUCTION

II. THE PAWS CONFIGURATION

A. Mouse

B. Displays

C. Logging in

D. Running RAIDES

III. POP-UP MENUS

A. Getting the first menu



## B. Selecting items

1. Highlighting
2. Color changes
3. Moving windows
4. Scroll bars
5. Exiting
6. Input boxes

## IV. TEXT MENUS

### A. Selecting

B. Type ahead

C. Paging

D. Toggles

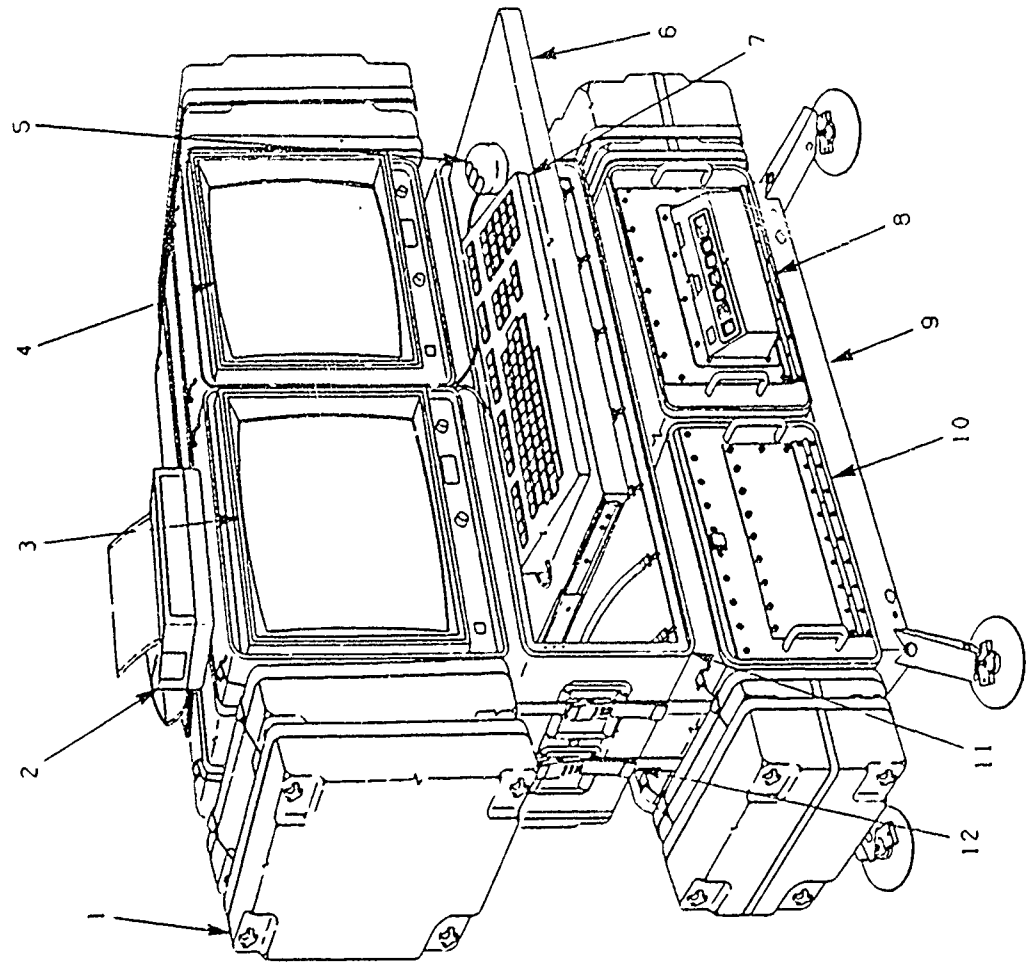
E. Active windows

## V. MESSAGES

A. User response

B. Documentation

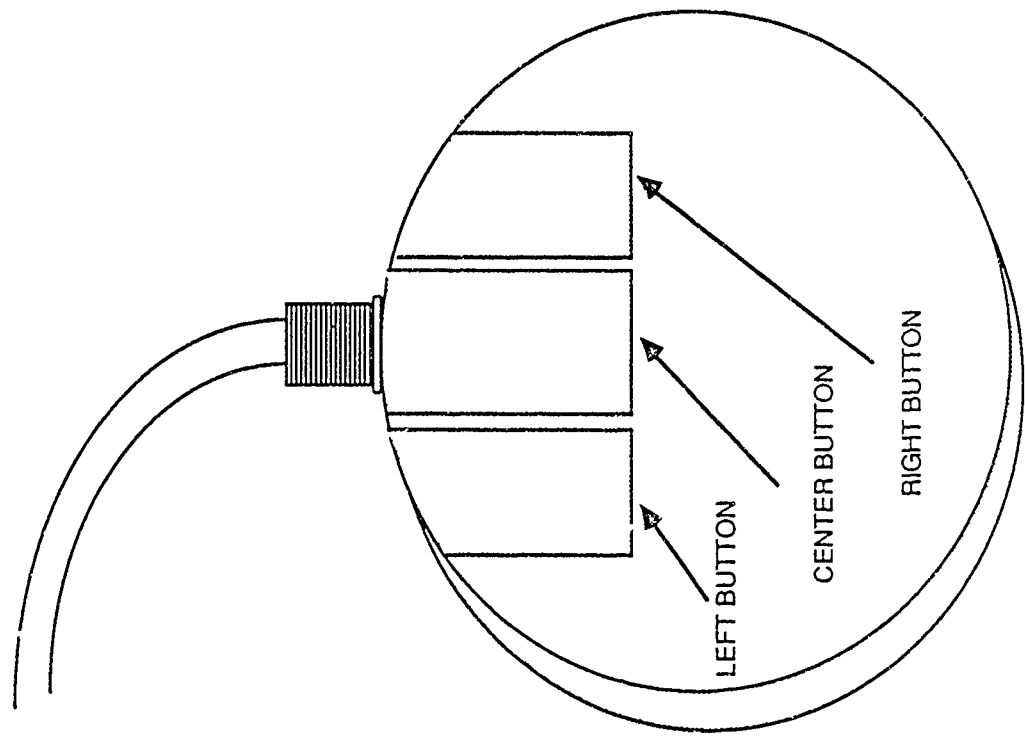
# PAWS WORKSTATION CONFIGURATION



## LEGEND

1. TRANSIT CASE COVER
2. PRINTER
3. TEXT GRAPHICS MONITOR ASSEMBLY (TGMA)
4. VIDEO GRAPHICS MONITOR ASSEMBLY (VGMA)
5. MOUSE
6. WORK SURFACE ASSEMBLY (WSA)
7. KEYBOARD
8. PROCESSOR ASSEMBLY (PA)
9. LEVELING BASE ASSEMBLY (LBA)
10. VIDEO ASSEMBLY (VA)
11. STORAGE ASSEMBLY (SA)
12. ADJUSTABLE STRAP

# PAWS WORKSTATION MOUSE



12

```
*****  
** AN / TY Q - 37 *****  
** PORTABLE ASAS WORKSTATION (PAWS) *****  
** SOFTWARE BASELINE 1.1 *****  
*****  
***** See PAWS Ver 1.1 Doc Set for Available Capabilities *****
```

password:

```

Last interactive login on Friday, 13-JAN-1989 07:44
Last non-interactive login on Thursday, 22-SEP-1988 13:13
%SYSTEM-W-NONEXPR, nonexistent process
%SYSTEM-W-NONEXPR, nonexistent process
type 'cl' to clear parallax screen
type 'gf p1' to get 'p1'.for from current integration

```

今 Jeff

```
$ run/nodebu [jtf,rich]raides
```

READ IN PREVIOUS FILES? (Y/N)

二

# CHAPS MAIN TEXT MENU

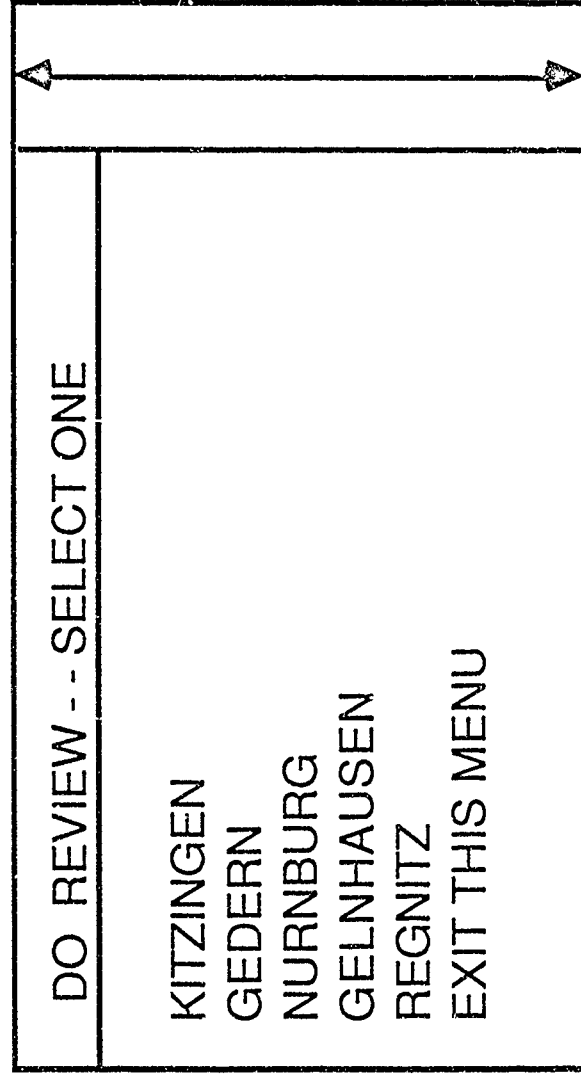
Menu		Q1220 Terminal		KB	
TOBS =	970800	1	1	1	
FREE =	90511	1	1	1	
MASK =	1	1	220	69	
IHDR =	8.	49.	12.	51.	600 1200 8 16
UNCLASSIFIED-US ARMY					
MAIN : SELECT COMMAND P. 1 OF 1					
-----+-----					
F1--DATABASE	- DATA BASE COMMANDS (DA )				
F2--DISPLAY	- DISPLAY COMMAND (DI )				
F3--PENETRATE	- SELECT PENETRATION ALTITUDE (PE )				
F4--PLAN	- CREATE PLAN (PL )				
F5--EIFEL	- EIFEL PROCESSING (EI )				
F6--SPECIAL	- SPECIAL PROGRAMMER OPTIONS (SP )				
F7--MODIFY	- MODIFY DEFENSE LAYDOWN (MD )				
-----+-----					
S1--HELP	:S2--NEXT PAGE :S3--GO TO 1ST PAGE :S4--FIND A STRING				
S5--GO TO PAGE	:S6--GRAPHICS ON/OFF:S7--MAIN MENU :S8--MENU BACKUP				
-----+-----					
UNCLASSIFIED-US ARMY					

## CHAPS MAIN POP-UP MENU

MAIN - SELECT ONE
DATABASE
DISPLAY
DEMPTRATE
PLANAL
PERFECT
SPECIAL
MODIFY
EXIT THIS MENU

## POP-UP MENU WITH SCROLL BAR

DO REVIEW - - SELECT ONE	
KITZINGEN	
GEDERN	
NURNBURG	
GELNHAUSEN	
REGNITZ	
EXIT THIS MENU	





## SAMPLE MESSAGE

DOMENU05-ERR:

\*\*\*\*\*

YOU ENTERED THE COMMAND:

DISP

THIS IS NOT ACCEPTABLE. TRY AGAIN.

\*\*\*\*\*

HIT CARRIAGE RETURN TO CONTINUE, OR ENTER A RESPONSE TO NEXT MENU

## SAMPLE MESSAGE DOCUMENTATION

DOMENU05 - YOU ENTERED THE COMMAND:

<CHAR>

THIS IS NOT ACCEPTABLE. TRY AGAIN.

MESSAGE TYPE: ERROR

CAUSE: An invalid command was entered.

PROGRAM ACTION: Return an invalid completion code to the calling subroutine.

USER ACTION REQUIRED: Enter a valid option.

# LESSON 3 USING THE DATABASE MANAGER

## NOTE TAKING SHEET NO. 3

### I. INTRODUCTION

### II. TEXT WINDOWS

### III. DATABASE STRUCTURE

#### A. Tables

#### B. Records

#### C. Items

##### 1. Vector items

##### 2. Parallel vector items

#### IV. DATABASE FUNCTIONS

A. Add

B. Delete

C. Change

D. Copy

E. Show

F. Write

#### V. REPORT GENERATOR

A. Show

B. Create

# DATABASE TEXT MENU

DATA BASE		SPECIFY DATA BASE OPERATION		P.	1 OF	1.
F1--DONE	- DONE WITH DATABASE OPERATIONS			(/	)	
F2--ADD	- ADD A RECORD TO A TABLE			(AD	)	
F3--DELETE	- DELETE RECORD(S) FROM A TABLE			(DE	)	
F4--CHANGE	- CHANGE RECORD(S) FROM A TABLE			(CH	)	
F5--COPY	- COPY A RECORD IN A TABLE			(CO	)	
F6--SHOW	- SHOW RECORD(S) OF A TABLE			(SH	)	
F7--REPORT	- CREATE OR MODIFY A REPORT			(RE	)	
F8--WRITE	- WRITE CONTENTS OF DATABASE TO OUTPUT FILE			(WR	)	
S1--HELP	:S2--NEXT PAGE	:S3--GO TO 1ST PAGE	:S4--FIND A STRING			
S5--GO TO PAGE	:S6--GRAPHICS ON/OFF	:S7--MAIN MENU	:S8--MENU BACKUP			

UNCLASSIFIED US ARMY

UNCLASSIFIED US ARMY

UNCLASSIFIED US ARMY

# DATABASE STRUCTURE CHART

BASE IDENTIFIER	LATITUDE/ LONGITUDE	NUMBER OF WEAPON TYPES	WEAPONS TYPES	NUMBER OF WEAPONS
UPHA	51-56-16 N 001-15-30 W	6	APHID	120
			ATOLL	300
			KERRY	500
			KAREN	200
			KINGBOLT	100
			SAGGER	700
LAKE	52-24-19 N 000-33-01 W	4	KERRY	700
			ATOL	200
			KINGBOLT	100
			KELT	50

## DATABASE FUNCTIONS SUMMARY

FUNCTION	TABLE	RECORDS	ITEMS
Add	X		X
Delete	X	X	
Change	X	X	X.
Copy	X	X	*
Show	X	X	X
Write	X	X	
* specify identifier only			



# REPORT INFORMATION

Menu		91220 Terminal		KB	
HEADERS	DESCRIPTION	UNITS	LOWER BOUND	UPPER BOUND	TABLE ITEM
DMPI ID	DMPI ID	---	---	---	DMPI ID
DMPI CLAS	CLASSIFICATION (EG. OCA)	---	RECE	---	DMPI CLAS
DMPI TYPE	DMPI TYPE	---	---	---	DMPI TYPE
DMPI ACTY	AIRCRAFT TYPE	---	---	---	DMPI ACTY
DMPI WPTY	WEAPON TYPE	---	---	---	DMPI WPTY
DMPI DSOL	DESCPTN OF SOLTN STATUS	---	---	---	DMPI DSOL
HIT CARRIAGE RETURN TO CONTINUE, TYPE Q TO QUIT					
DMPI ID	DMPI CLAS	DMPI TYPE	DMPI ACTY	DMPI WPTY	DMPI DSOL
RECE1	RECE	RECE	OH-58D	PHOTO	PASSED WEAPONNEERING
RECE2	RECE	RECE	OH-58D	PHOTO	PASSED WEAPONNEERING
RECE3	RECE	RECE	OH-58D	PHOTO	PASSED WEAPONNEERING
HIT CARRIAGE RETURN TO SEE REPORT PROC. MENU OR IF YOU WISH TO TYPE AHEAD, ENTER SELECTION					

LESSON 4 THE RAIDES DISPLAY  
NOTE TAKING SHEET NO. 4

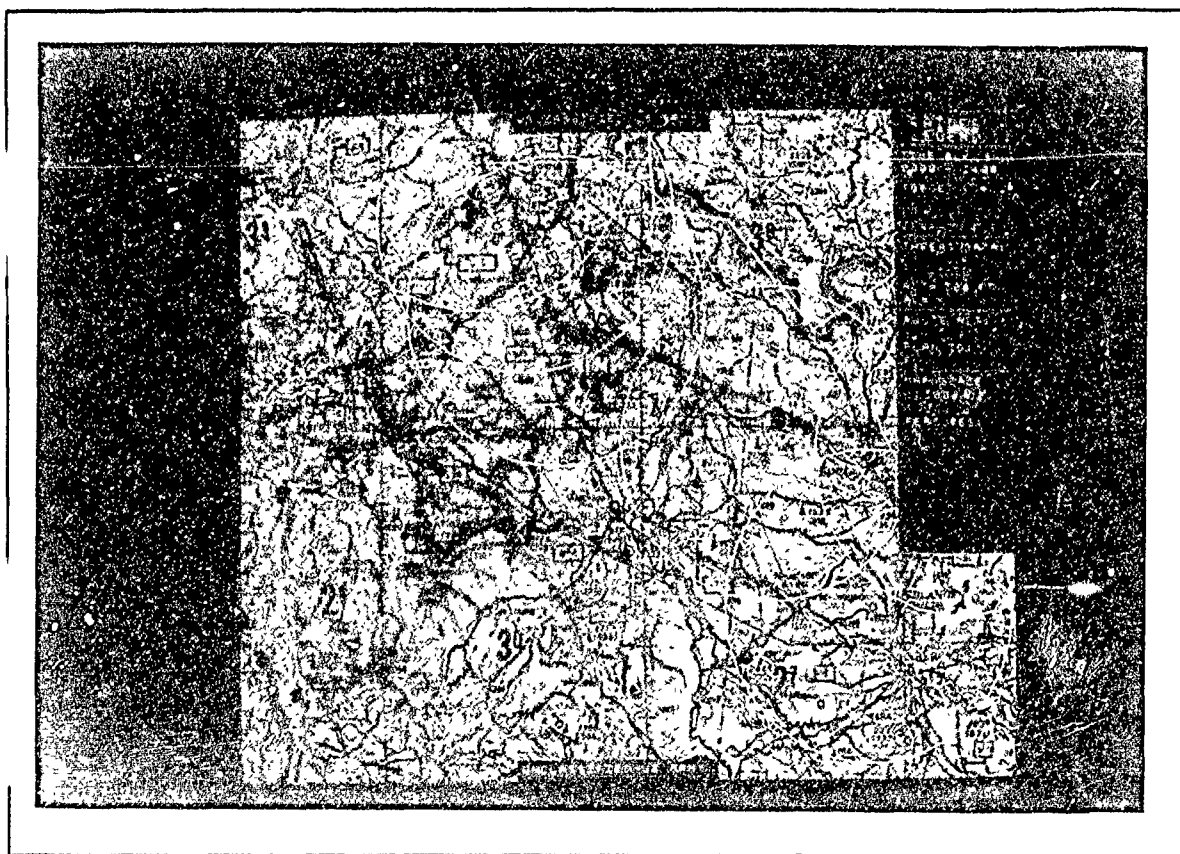
I. INTRODUCTION

II. GRAPHICS DISPLAYS

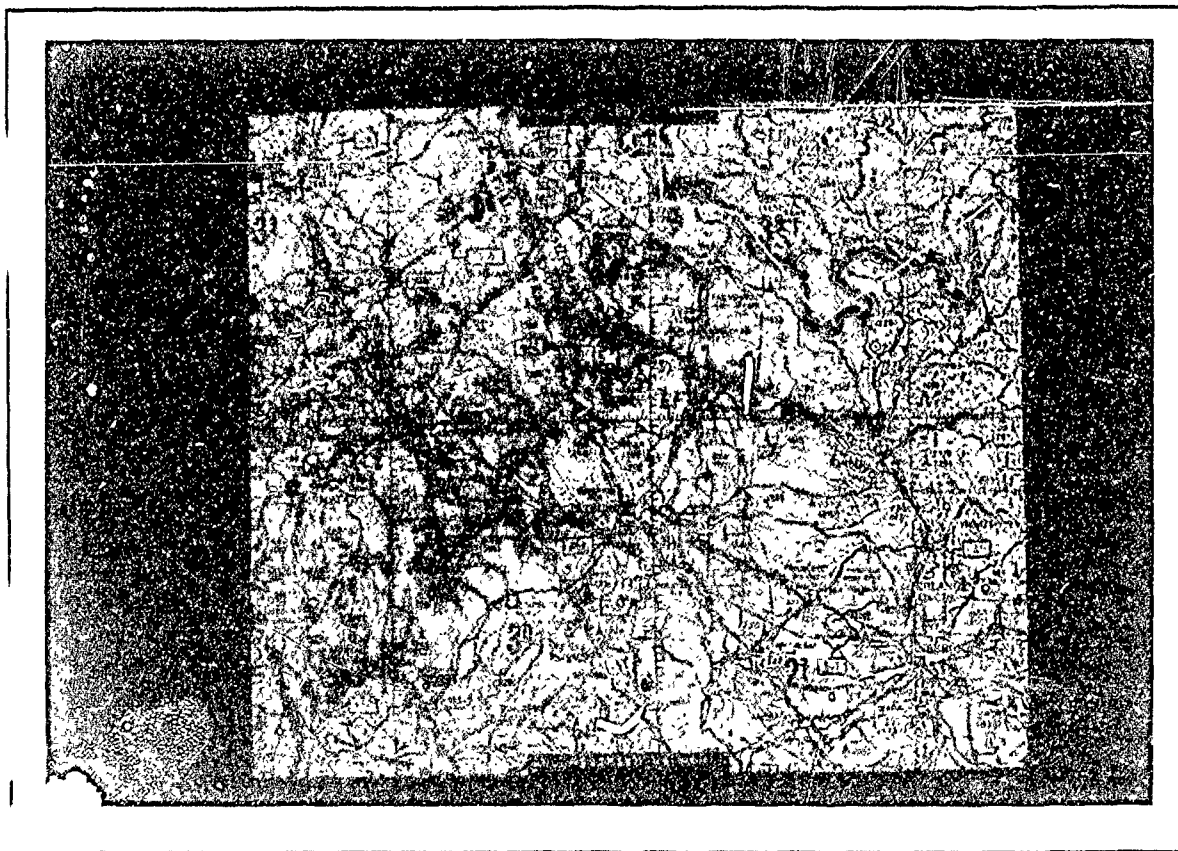
A. Select defenses

DISPLAY SUGGESTIONS	
DISPLAY	FEATURES
LEGEND	FLOT
SELCT DEFNSE	DANGER
CIRCLES	TERRAIN
EXPOSURE	BASES
DEFENSE IDS	TARGETS
PLAN	PS SITES
0.5 X ZOOM	SCENARIO
0.75X ZOOM	1M MAP
1X ZOOM	500K MAP
2X ZOOM	250K MAP
3X ZOOM	50K MAP
INTENSITY	GRAY MAP
JUMP TO	SLIDE MAP
ROAM	MAGNIFY
LOCATION	WHAT IF
	EXIT THIS MENU

B. Circles

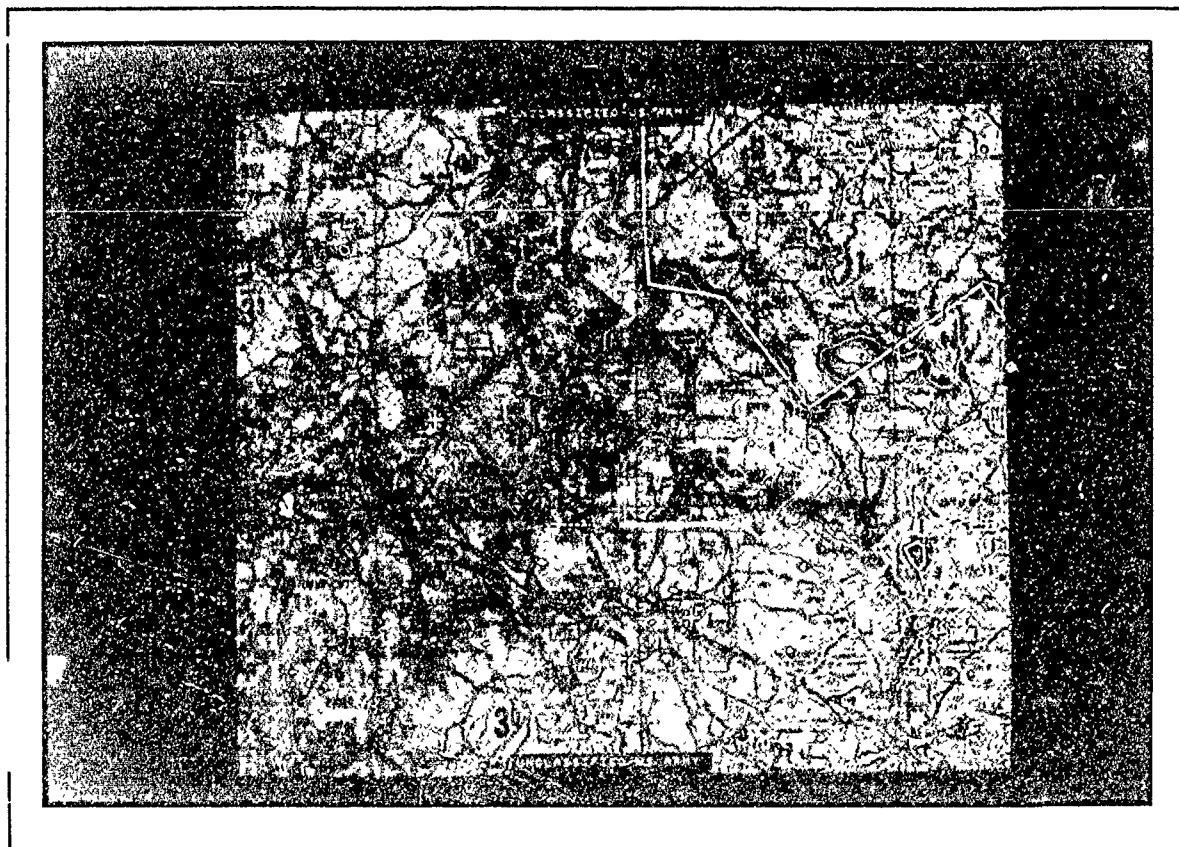


C Exposure

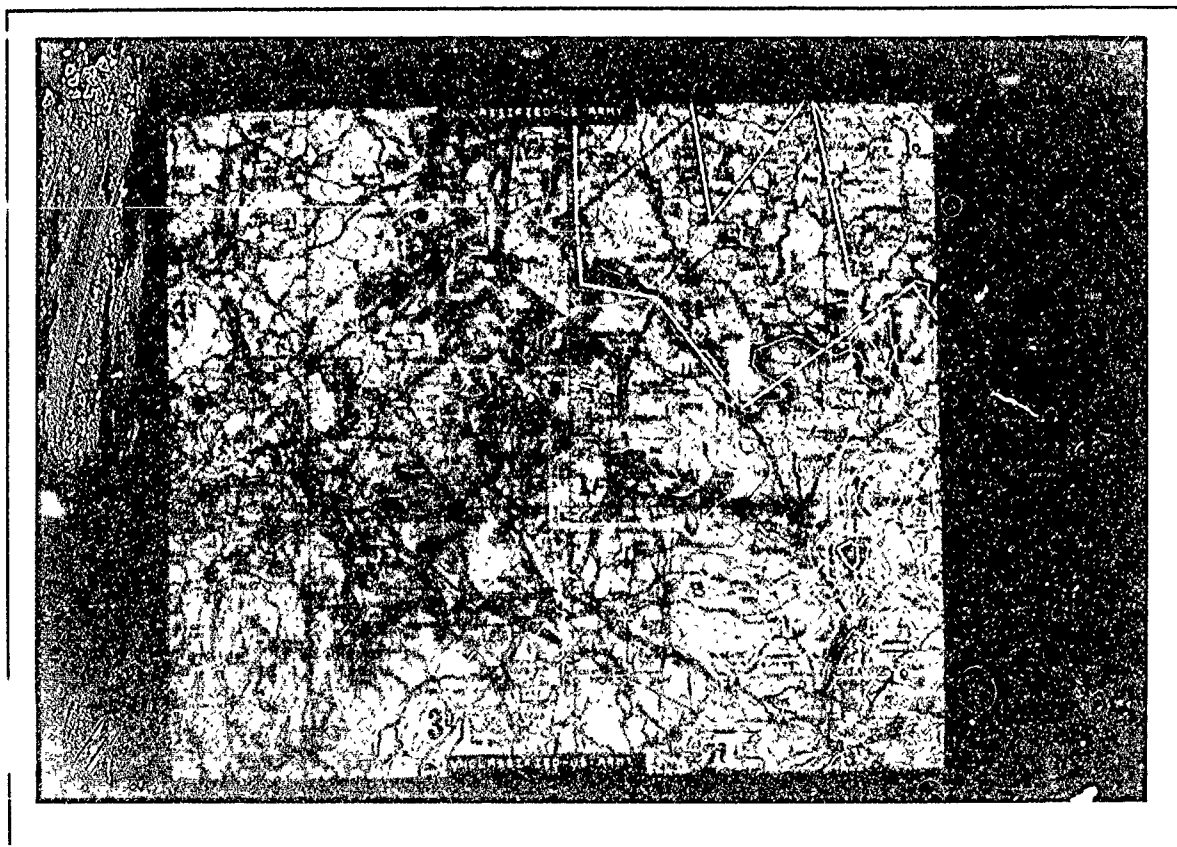


D. Defense IDs

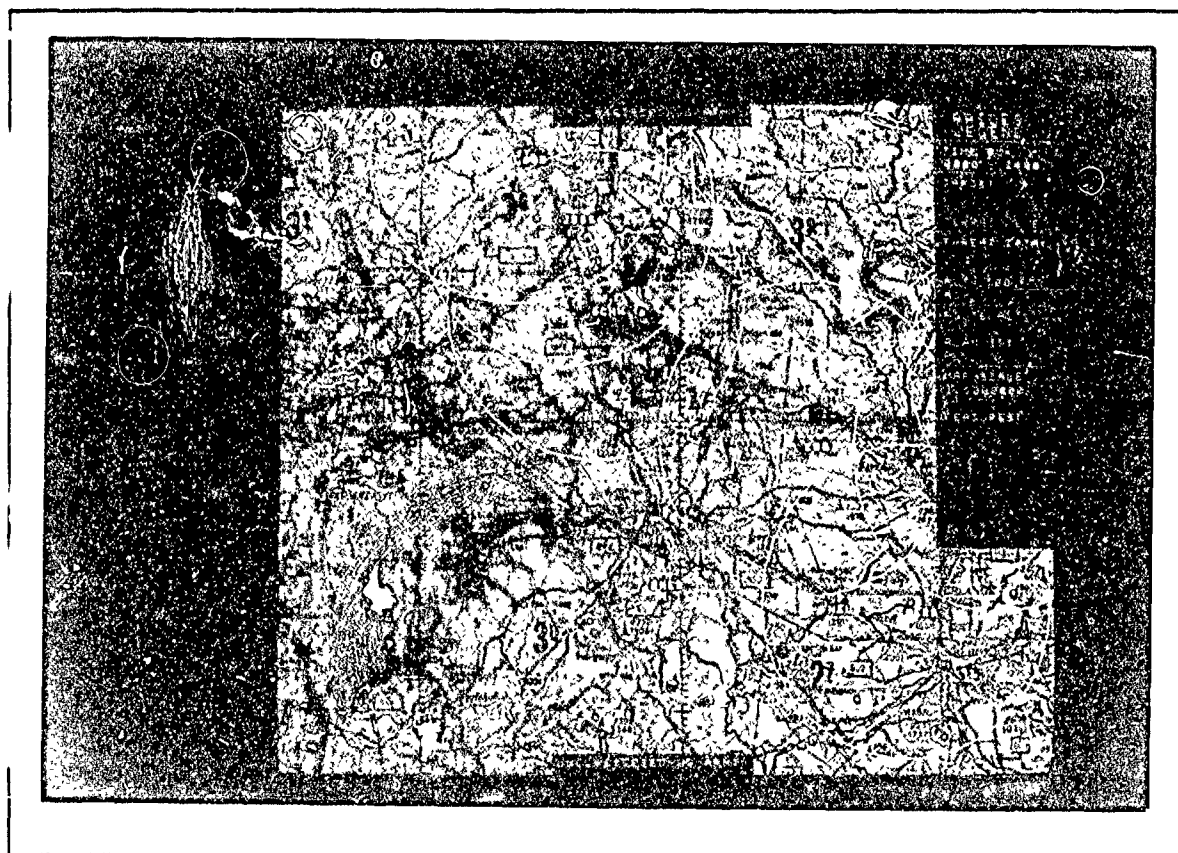
E Danger



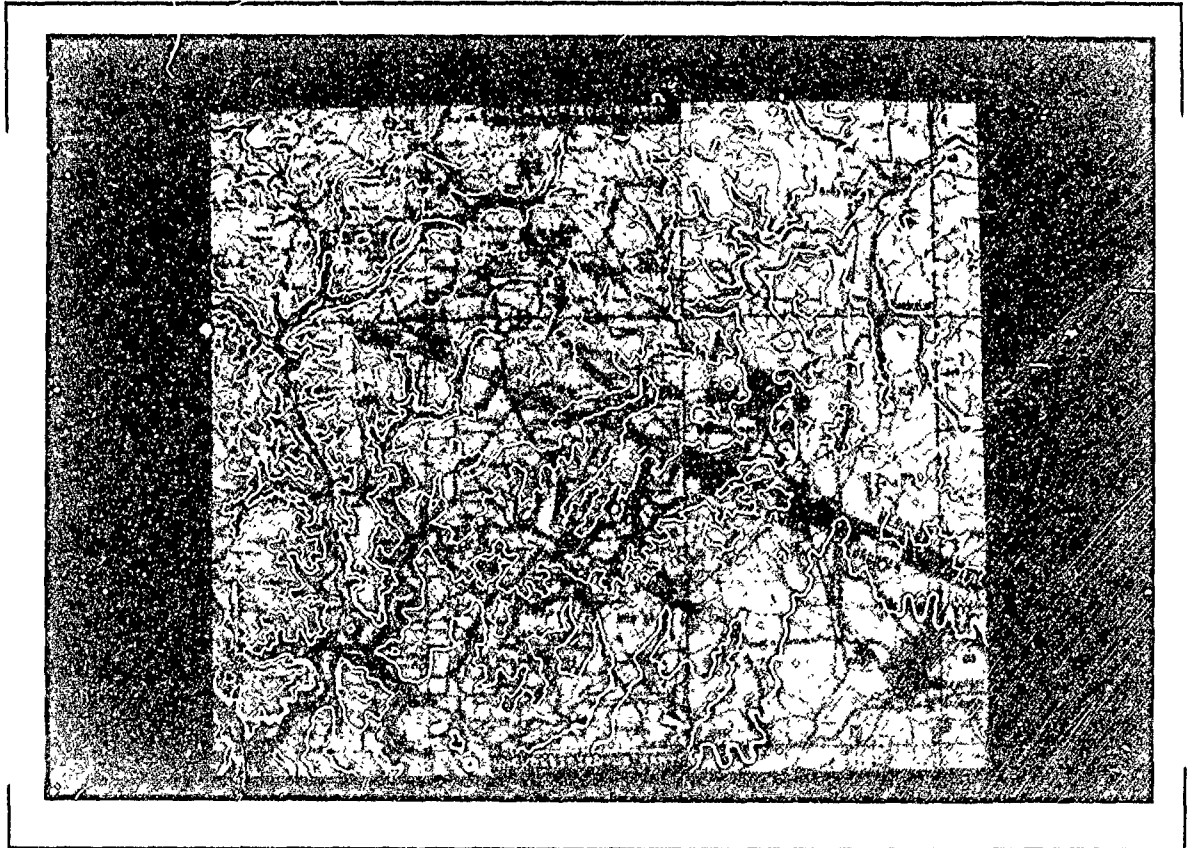
F. Plan



# G Legend



## H Terrain

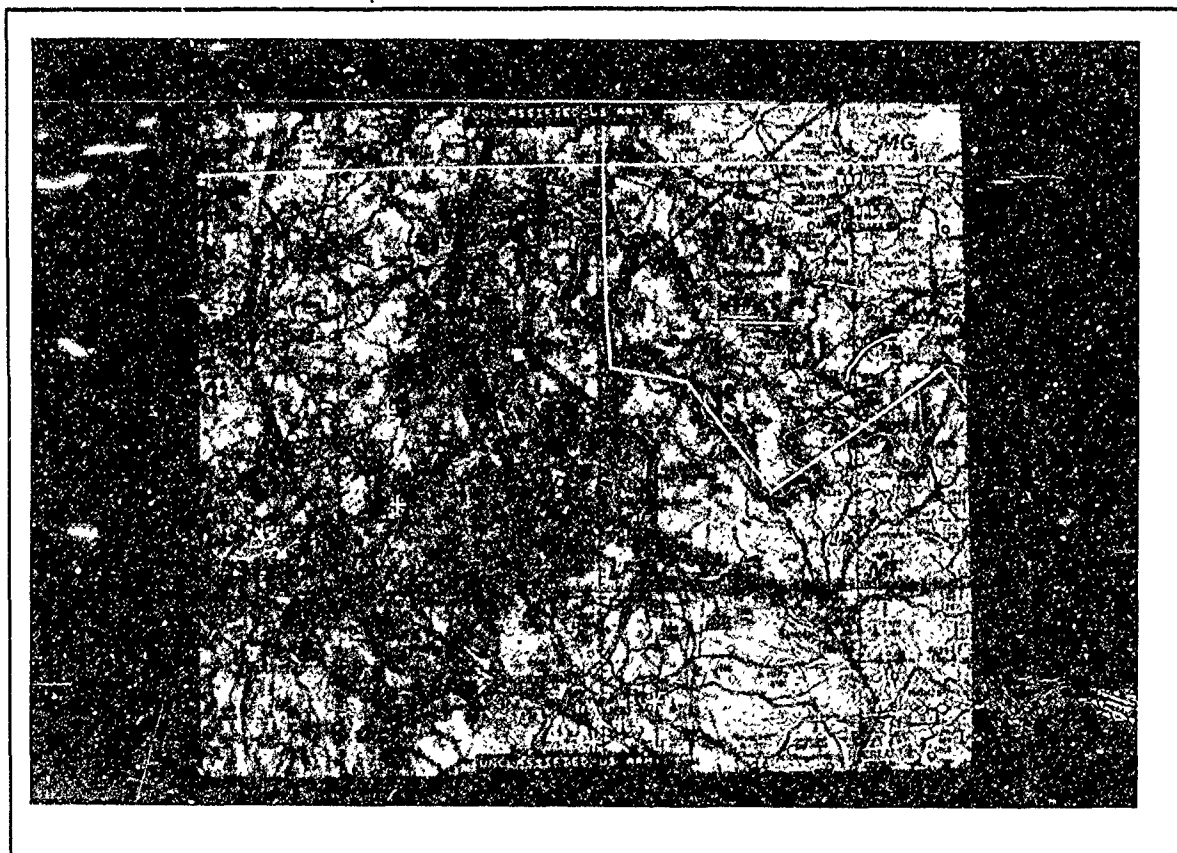


## I. Features

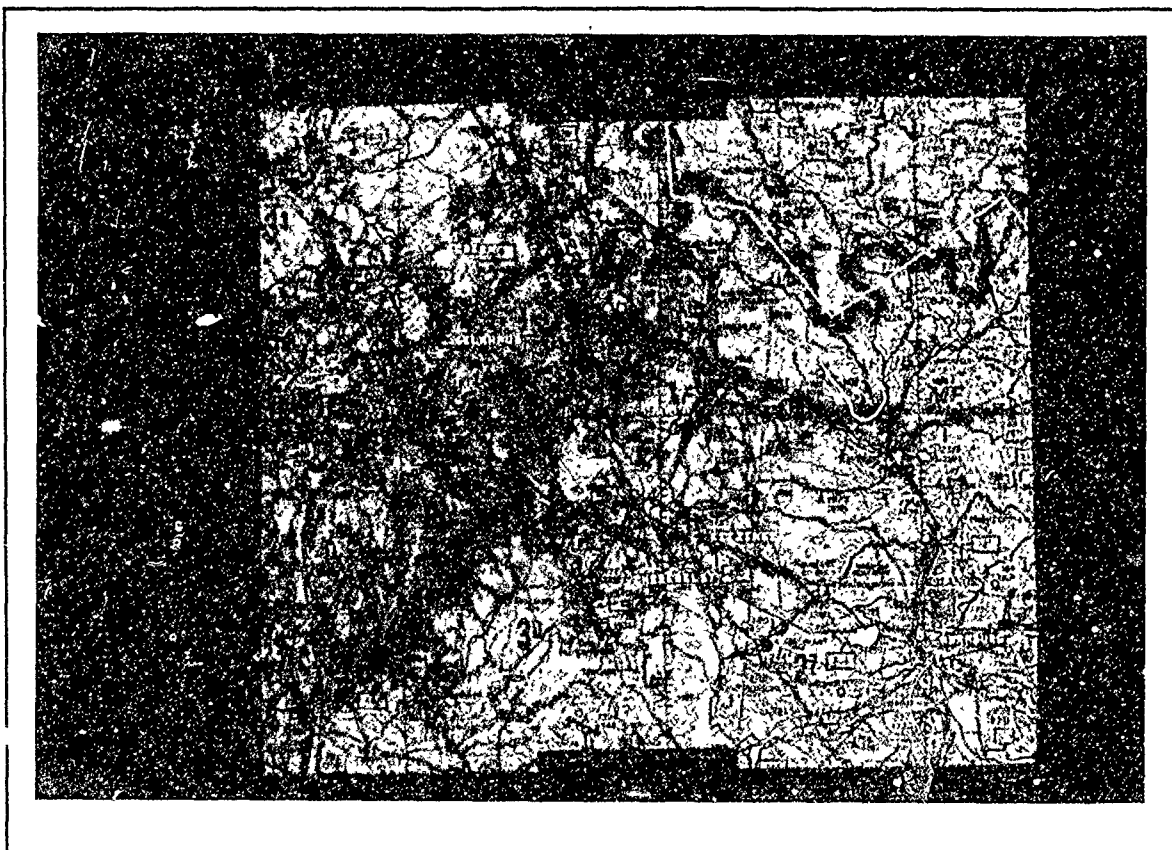
## J. FLOT



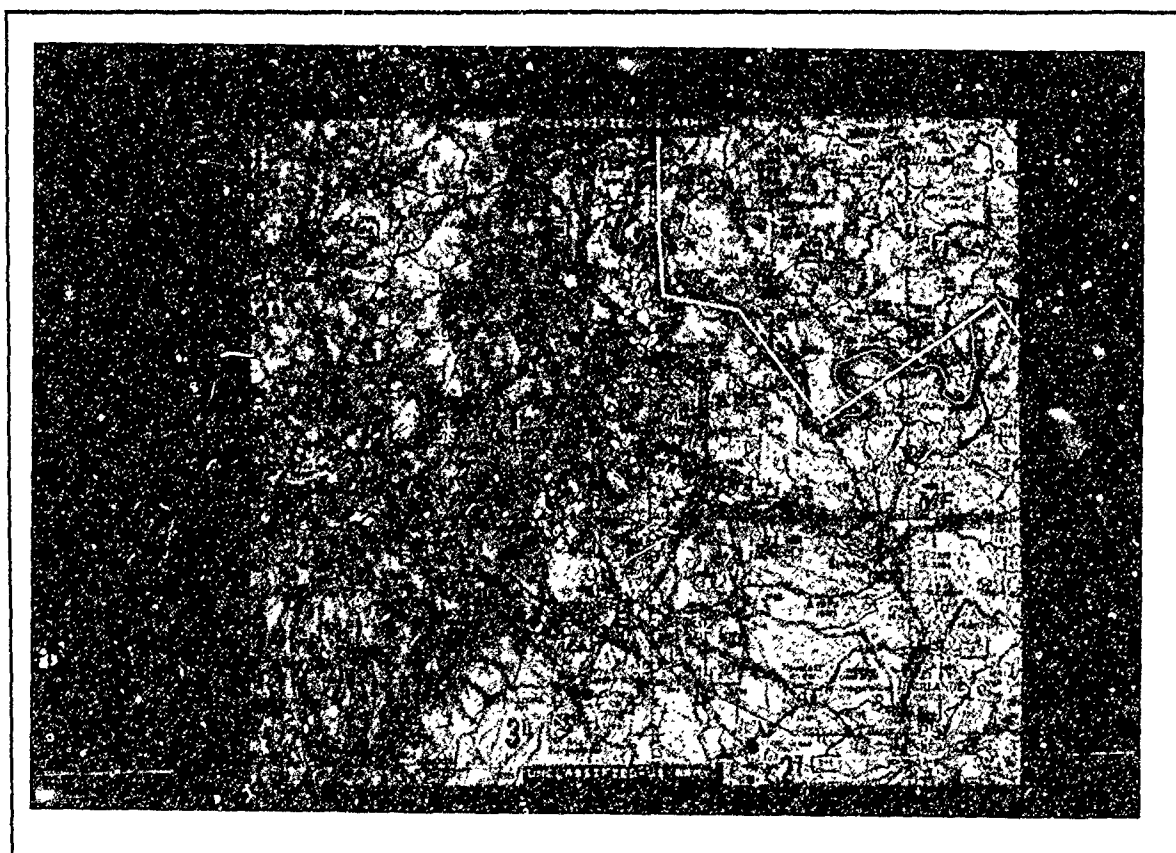
## K Bases



L. Targets

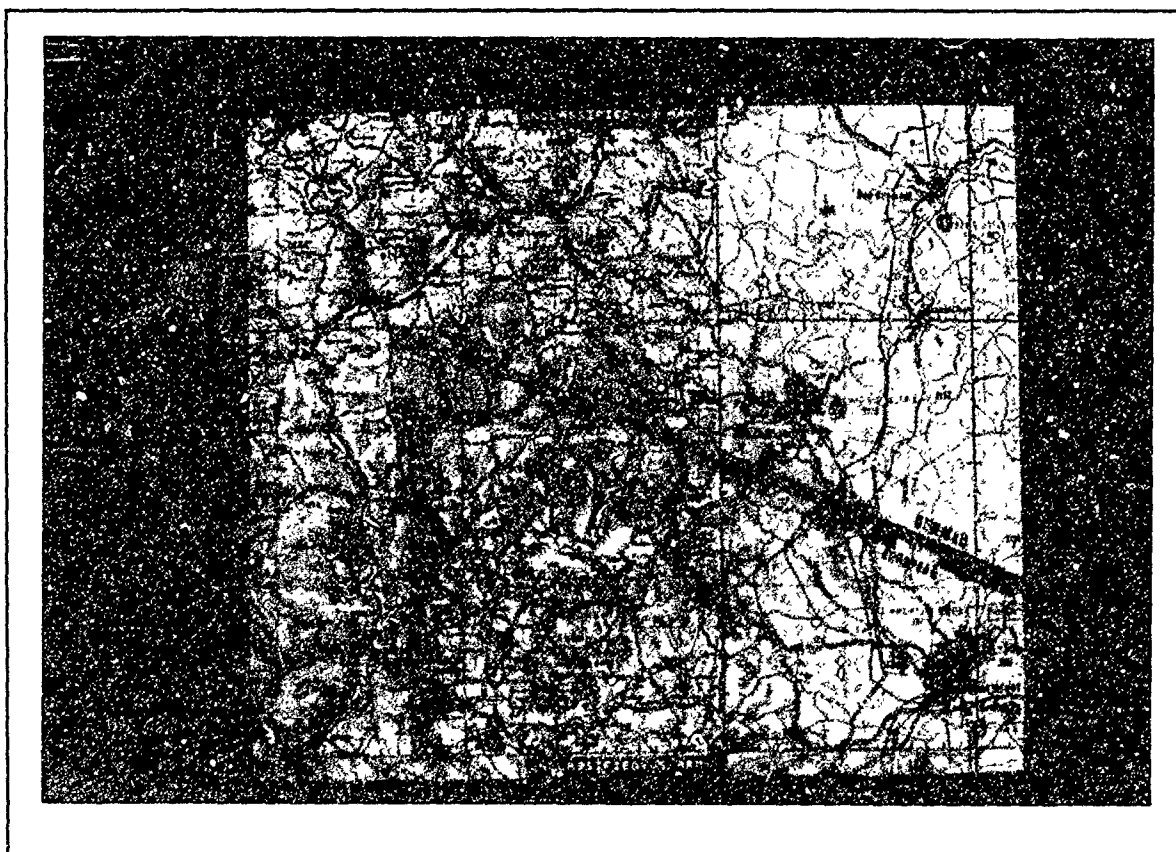


M. PS sites

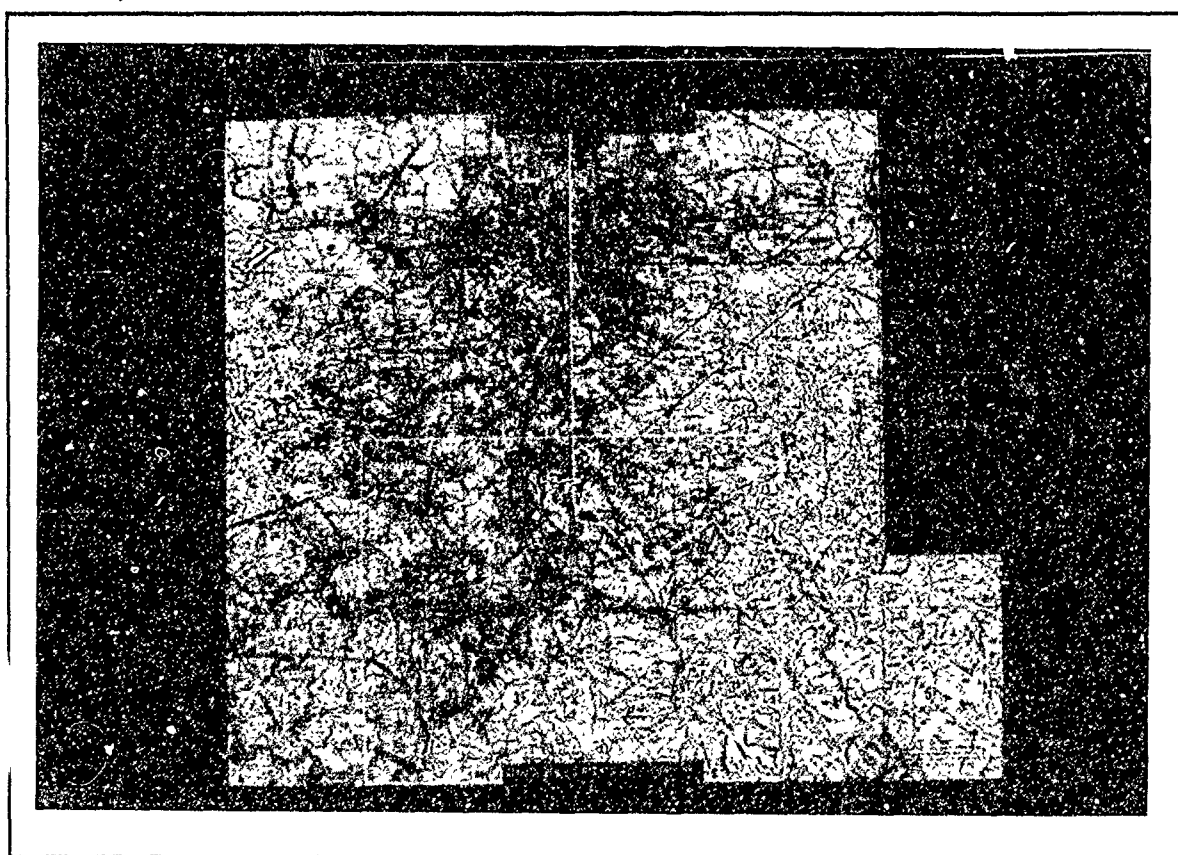


### III. MAP DISPLAYS

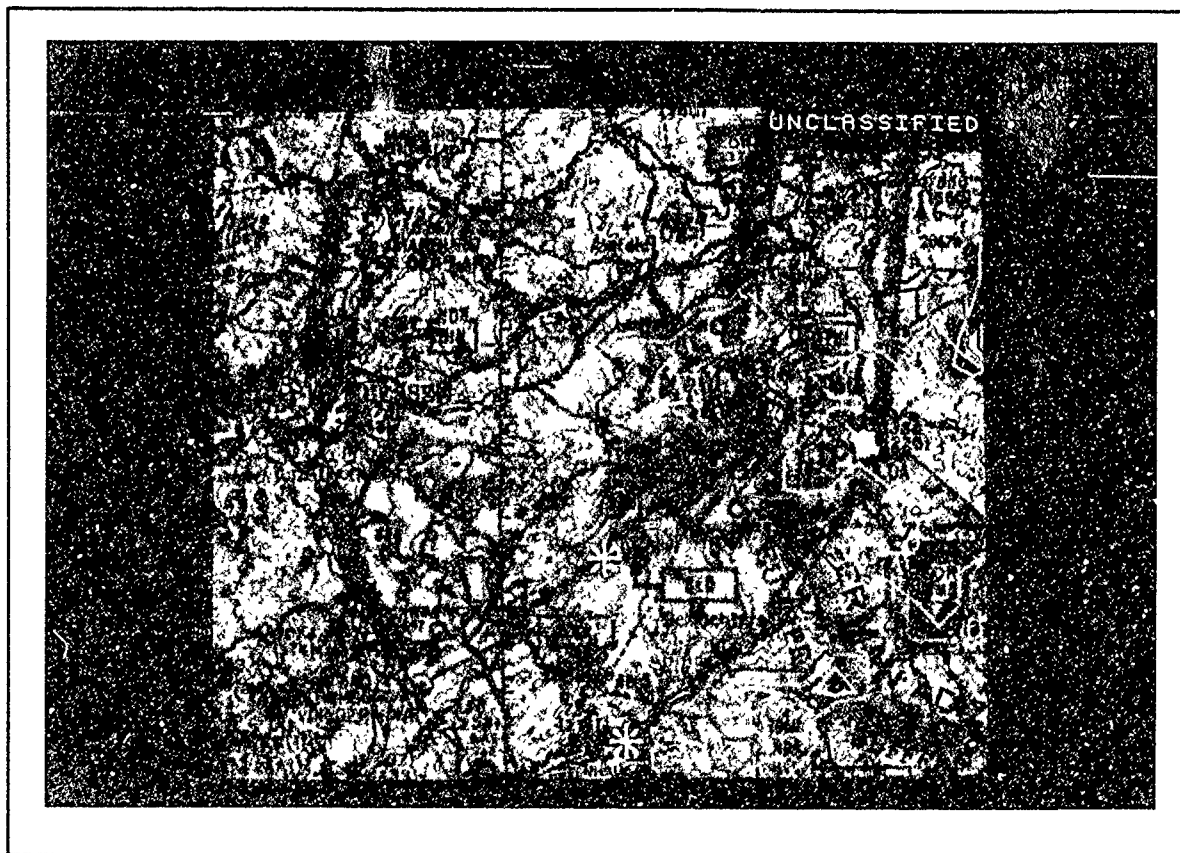
#### A. Map scales



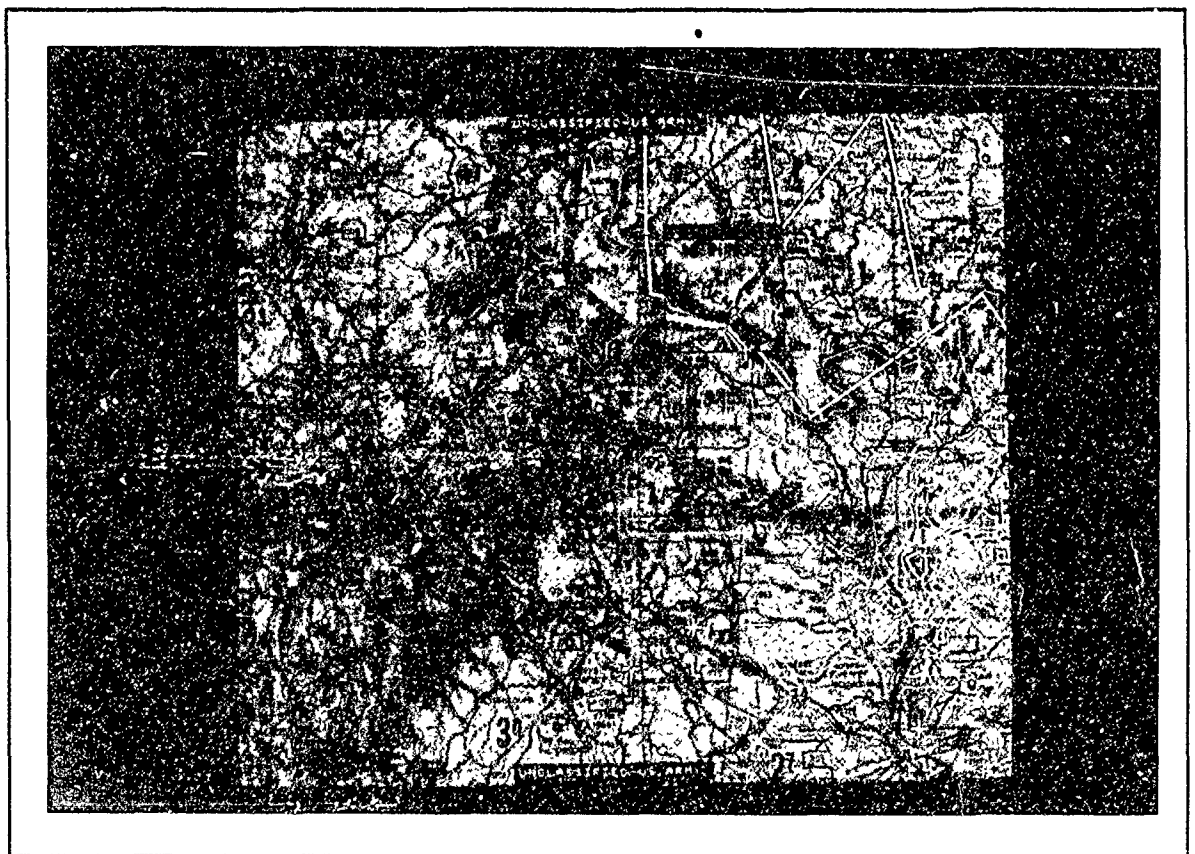
B. Scenario



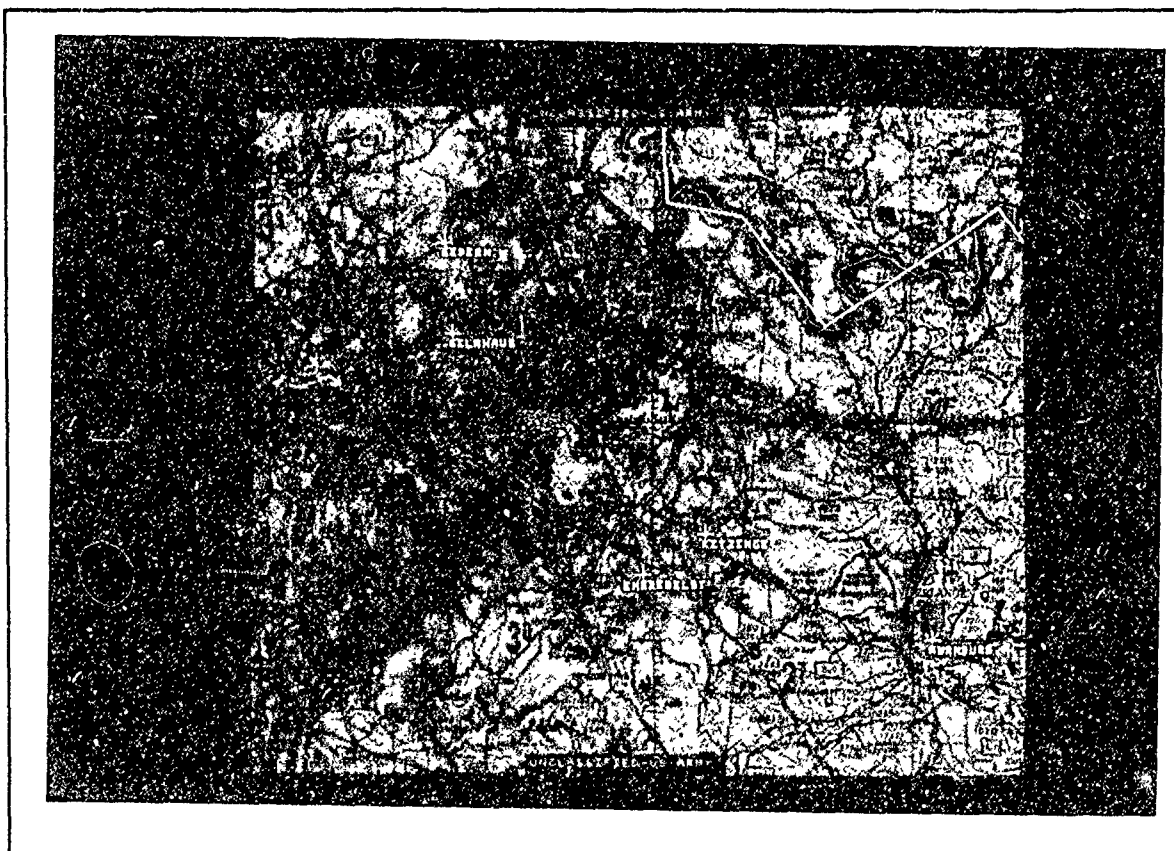
C Zoom



D. Magnify



E. Intensity

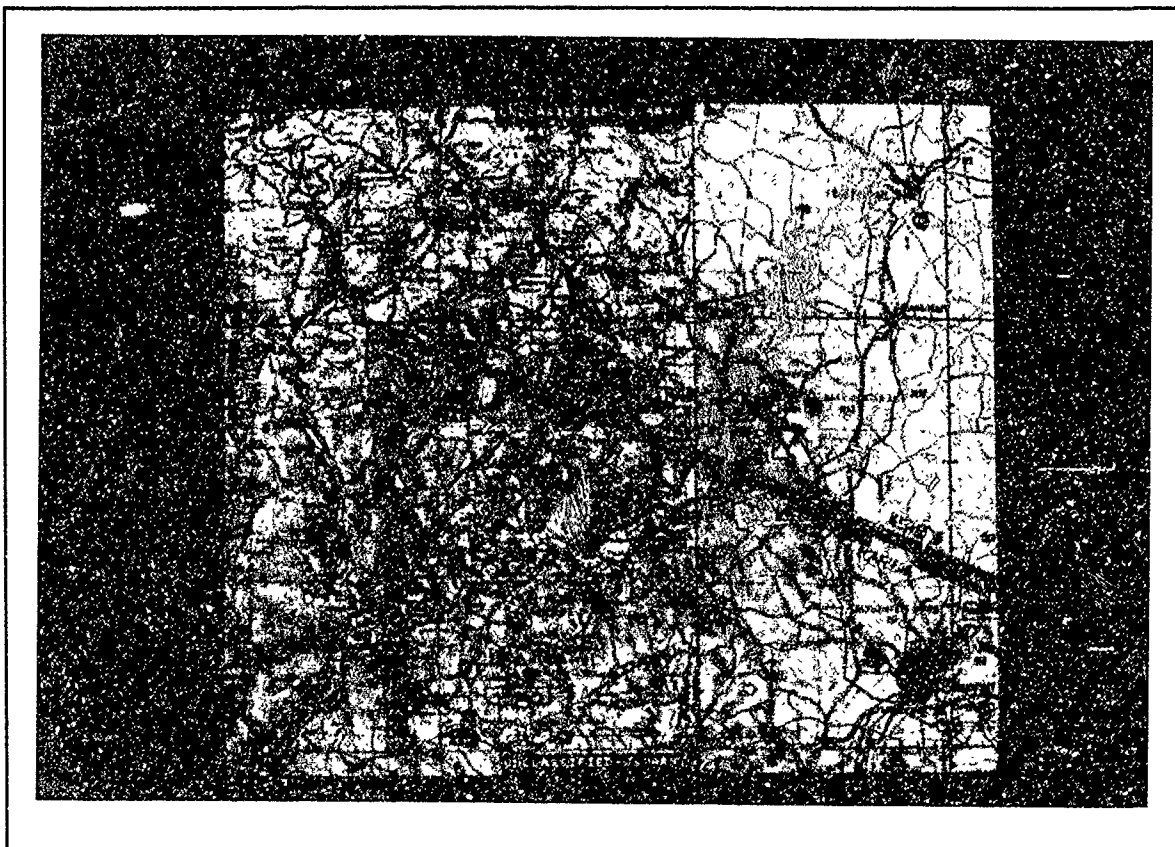


F. Jump to

G. Roam



H. Gray map



I. Slide map

J. Location

K. What if

LESSON 5 DEPLOYING ASSETS WITH TERRAIN MASKING EFFECTS  
NOTE TAKING SHEET NO. 5

I. INTRODUCTION

II. MODIFY

A. Add

B. Move

C. Delete

D. Update

III. WHAT IF

A. Add

B. Move

C Restore

D. Display

E Remove

F. Change

G Save

# MODIFY DEFENSE POP-UP MENU

MODIFY DEFENSE POP-UP MENU									
DONE									
UPDATE									
NEW									
LO05	HAWK	SQTR	THREAT	HAWK	32U	NB25691040			
JOSS	HAWK	SQTR	THREAT	HAWK	32U	MA39409424			
K001	HAWK	SQTR	THREAT	HAWK	32U	PA06833588			
EMER	PATRIOT	SQTR	THREAT	PATRIOT	32U	NV64979991			
SCHW	HAWK	SQTR	THREAT	HAWK	32U	NA48027009			
NEUS	PATRIOT	SQTR	THREAT	PATRIOT	32U	PV14239454			
HERS	HAWK	SQTR	THREAT	HAWK	32U	PV35749411			
HO04	HAWK	SQTR	THREAT	HAWK	32U	PA60343311			
ROSE	HAWK	SQTR	THREAT	HAWK	32U	QA00242702			
HA99	HAWK	SQTR	THREAT	HAWK	32U	PA75305645			
EXIT	THIS MENU								

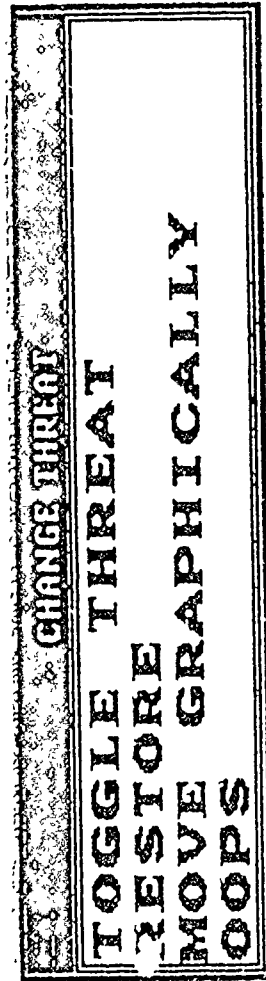
# CHANGE THREAT POP-UP MENU

CHANGE THREAT
DELETE THREAT
MOVE TEXTUALLY
MOVE GRAPHICALLY
CHANGE HEADING
OOPS

# MASK ASSETS POP-UP MENU

MASK ASSETS SELECTION									
NEW									
CLEAR									
SAVE									
ALT									
EXIT									
LO05	HAWK	SQTR	THREAT	HAWK	32U	NB2568	1040		
JOSS	HAWK	SQTR	THREAT	HAWK	32U	NA3940	9424		
K001	HAWK	SQTR	THREAT	HAWK	32U	PA0683	3588		
EMER	PATRIOT	SQTR	THREAT	PATRIOT	32U	NV6497	9991		
SCHW	HAWK	SQTR	THREAT	HAWK	32U	NA4802	7009		
NEUS	PATRIOT	SQTR	THREAT	PATRIOT	32U	PV1423	9454		
HERS	HAWK	SQTR	THREAT	HAWK	32U	PV3574	9411		
H004	HAWK	SQTR	THREAT	HAWK	32U	PA6034	3311		
ROSE	HAWK	SQTR	THREAT	HAWK	32U	QA0024	2702		
HA99	HAWK	SQTR	THREAT	HAWK	32U	PA7530	5645		
EXIT	THIS MENU								

# CHANGE THREAT POP-UP MENU



LESSON 6 CREATING MINIMUM RISK ROUTES  
NOTE TAKING SHEET NO. 6

I. INTRODUCTION

II. TASKING

A. The tasking form

B. Database changes

C. Checking

III. ROUTING

A. Penetration altitude

B. Creation



C    Save

#### IV.   OUTPUT

A.   Analysis

# PENETRATION POP-UP MENU

PENETRATION		SELECTION	
LEVEL	1	:	50.00 FEET
LEVEL	2	:	150.00 FEET
LEVEL	3	:	300.00 FEET
LEVEL	4	:	500.00 FEET
LEVEL	5	:	1000.00 FEET
LEVEL	6	:	4000.00 FEET
LEVEL	7	:	10000.00 FEET
EXIT THIS MENU			



## PROCEDURE FOR MOVING OR ADDING HELICOPTER UNITS

- IF THERE IS NO BASE RECORD IN THE BASE TABLE FOR THE LOCATION AT WHICH THE HELICOPTER UNIT IS, COPY ANOTHER BASE AND CHANGE THE LAT/LON (ITEM X).
- IF THERE IS NO AIRS UNIT FOR THE HELICOPTER UNIT, CREATE ONE BY COPYING AN EXISTING AIRS UNIT AND MODIFYING THE BASE AND NUMBER OF HELICOPTERS AVAILABLE ITEMS.
- IF THERE IS A UNIT, CHANGE THE BASE ITEM TO THE BASE NAME AT THE NEW LOCATION.
- MODIFY THE TASKING FORM USING THE NEW AIRS UNIT (IF ADDING A NEW UNIT).

## PROCEDURE FOR ADDING NEW TARGETS

- ADD A TARGET TO THE TGT TABLE AT THE NEW LATITUDE/LONGITUDE
- ADD A DMPI RECORD OF THE SAME TYPE OF ATTACK TO A NEW DMPI ID (RECCE OR ATTK)
- CHANGE THE TGT ITEM OF THE NEW DMPI TO THE NEW TARGET NAME
- CHANGE OR ADD A TASKING LINE TO THE TASKING FORM USING THE NEW DMPI AND TARGET

```

;
; UNCLASSIFIED-US ARMY
;
; ANALYSIS.REP PAGE 1 13-JAN-89 08:11
;
RMSRP -- ARRAY MISM -- POSSIBLE MISSIONS FOR TARGET NURNBURG ( 3 )
MISSION NUMBER - 3 DMPI - NURNBURG
WEAP SOLUTION - 0 X MIG-25 - 6 X AFDOM SCL - C1
STAGING BASE - ERFU RECOVERY BASE - ERFU ALTERNATE -

INGRESS LLTR /LLTR-1 X-QN(238)/
EGRESS LLTR /LLTR-1 X-QN(238)/
FUEL REQUIRED / 3115.9 / FUEL RESERVES ARE OK
TIMING:(TAKE OFF/IN-TANKER/IN-FEBA / TOT /EG-FEBA /EG-TANKER/ RECOVER)
( 1145 / 1145 / 1150 / 1200 / 1211 / 1215 / 1215 )
INGRESS DISTANCE / 130. NM INGRESS DANGER / 67.98
EGRESS DISTANCE / 130. NM EGRESS DANGER / 67.98
ALLOCATION PREFERENCE - WILL BE CONSIDERED
M-QN-N RESULT - NOT MINIMUM DANGER ROUTE
*****

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UNCLASSIFIED-US ARMY

## ANALYSIS, a.e.

—

15-JAN-89 08:11

RMSRP	--	ARRAY	MISN	--	POSSIBLE	MISSIONS	FOR	TARGET	NURNBURG	(	3)
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MISSION NUMBER - 3 OMPI - NURNBURG

WEAP SOLUTION - 0 X MIG-25 - 6 X APHOM SOL - CI

STAGING BASE - ERFU RECOVERY BASE - ERFU ALTERNATE -

INGRESS LLTR /LLTR-1 X-ON(238) /

EGRESS LLTR /LLTR-1 X-ONE 2381/

FUEL REQUIRED / 3115.9 / FUEL RESERVES ARE OK

TESTING: (TAKE OFF/IN-TANKER/IN-FEBA / TOT /EG-FEBA /EG-TANKER/ RECOVER)
( 1145 / 1145 / 1150 / 1200 / 1211 / 1215 / 1215 )

INGRESS DISTANCE / 130. NM INGRESS DANGER / 67.98

EGRESS DISTANCE / 130. NM

ALLOCATION PREFERENCE - WILL BE CONSIDERED

M-OM-N RESULT -- NOT MINIMUM DANGER ROUTE

一、二、三、四、五、六、七、八、九、十、十一、十二、十三、十四、十五、十六、十七、十八、十九、二十、二十一、二十二、二十三、二十四、二十五、二十六、二十七、二十八、二十九、三十、三十一、三十二、三十三、三十四、三十五、三十六、三十七、三十八、三十九、四十、四十一、四十二、四十三、四十四、四十五、四十六、四十七、四十八、四十九、五十、五十一、五十二、五十三、五十四、五十五、五十六、五十七、五十八、五十九、六十、六十一、六十二、六十三、六十四、六十五、六十六、六十七、六十八、六十九、七十、七十一、七十二、七十三、七十四、七十五、七十六、七十七、七十八、七十九、八十、八十一、八十二、八十三、八十四、八十五、八十六、八十七、八十八、八十九、九十、九十一、九十二、九十三、九十四、九十五、九十六、九十七、九十八、九十九、一百。

TIME	LATITUDE	LONGITUDE	ALT	HDS	NODE	DIST	DANGER
0.0	320	PB379497	50.0	187	SRRU	0.42	0.0014
0.0	320	PB378490	50.0	272	E1	18.15	0.0506
0.0	320	PB041491	50.0	216	H1	13.34	0.0443
0.0	320	NB900287	300.0	250	WAYPOINT	12.04	0.0402
1.3	320	NB730143	300.0	000	WAYPOINT	0.02	0.0000
1.3	320	NB730143	300.0	108	LLFR-1	1.64	0.0054
1.5	320	NB759134	300.0	157	WAYPOINT	43.68	0.1456
6.4	320	PA323552	300.0	172	WAYPOINT	14.14	0.0471
7.9	320	PA366793	300.0	193	WAYPOINT	4.47	0.0149
9.4	320	PA406120	300.0	125	WAYPOINT	2.83	0.0094
9.5	320	PA444184	300.0	180	WAYPOINT	2.00	4.6733
9.0	320	PA444147	300.0	125	WAYPOINT	2.34	6.6537
9.3	320	PA484111	300.0	177	WAYPOINT	14.02	46.450
10.9	320	PU0404952	300.0	397	MURNSBURG	14.02	56.4503

# DETAILED ROUTE ANALYSIS (2)

12.4	32U	PA484111	300.0	315	WAYPOINT	2.84	6.6262
12.7	32U	PA445147	300.0	000	WAYPOINT	2.00	4.6733
12.9	32U	PA444184	300.0	315	WAYPOINT	2.83	0.0094
13.3	32U	PA406220	300.0	333	WAYPOINT	4.47	0.0149
13.8	32U	PA367293	300.0	352	WAYPOINT	14.14	0.0471
15.3	32U	PA323552	300.0	317	WAYPOINT	43.68	0.1456
20.2	32U	N8759134	300.0	388	WAYPOINT	1.64	0.0054
20.4	32U	N8730143	300.0	000	LLTR-1 X-ON	0.00	0.0000
20.4	32U	N8730143	300.0	050	WAYPOINT	12.04	0.0402
21.7	32U	N8900287	50.0	036	WAYPOINT	13.34	0.0443
21.7	32U	P8041491	50.0	092	HI	18.16	0.0606
21.7	32U	P8379490	50.0	007	E1	0.42	0.0014
21.7	32U	P8379497	50.0	007	ERFU	0.00	0.0000
			TOTAL DISTANCE = 259.15 NM		TOTAL DANGER = 136.2387		

THREATS ENCOUNTERED BY MISSION

THREAT ID	MODEL ID	TYPE	LATITUDE/LONGITUDE	RANGE
-----------	----------	------	--------------------	-------

001	HAWK	SAM	32U PA06833588	22.00
NER	PATRIOT	SCTR	32U NV64979991	60.00
EUS	PATRIOT	SCTR	32U PV14239454	60.00
ERS	HAWK	SAM	32U PV35749411	22.00
004	HAWK	SAM	32U PA60343311	22.00

LESSON 7 MODIFYING ROUTES WITH RAIDES  
NOTE TAKING SHEET NO. 7

I. INTRODUCTION

II. GETTING IN

A. Menus

B. Command boxes

C. Zoom

III. TEXT SUMMARY

A. First line

B. Second line



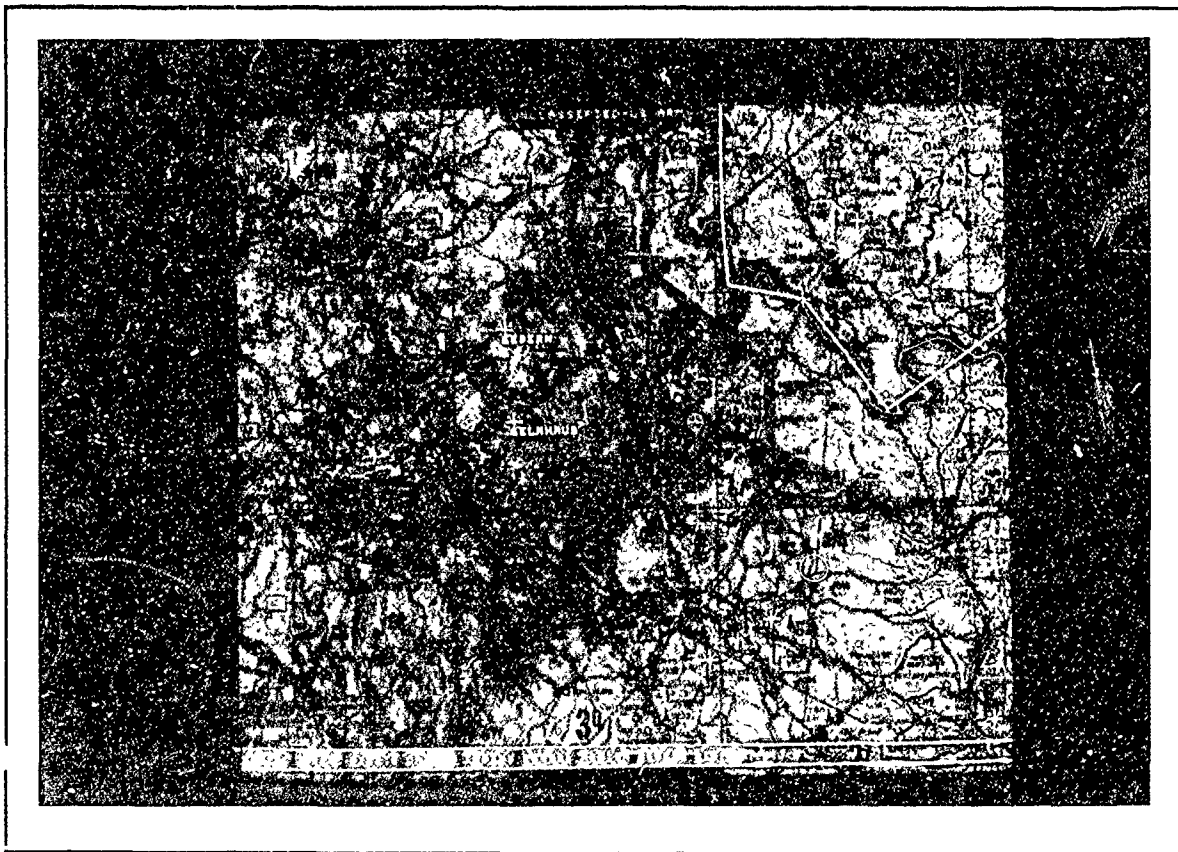
C Third line

D. Messages

#### IV. THE MAP DISPLAY

A. Selected point

B. Route display

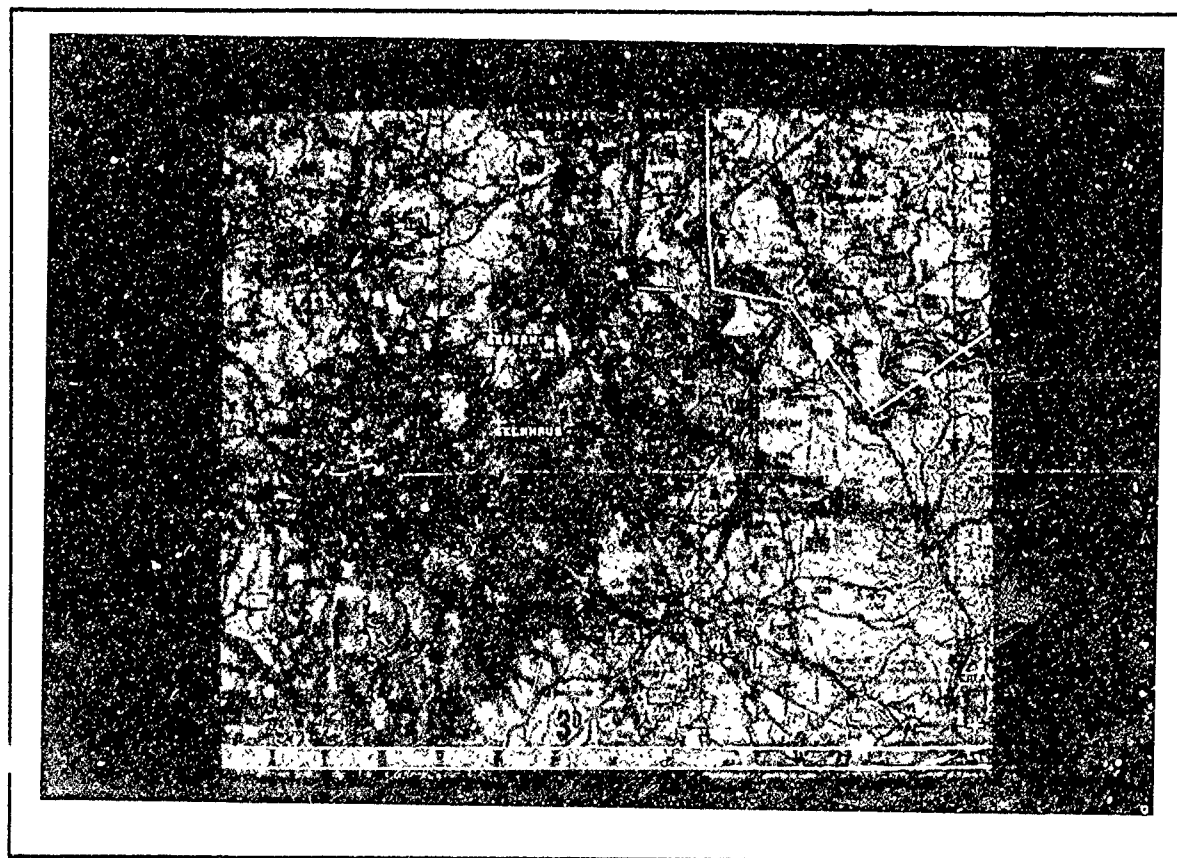


V. THE COMMAND BOXES

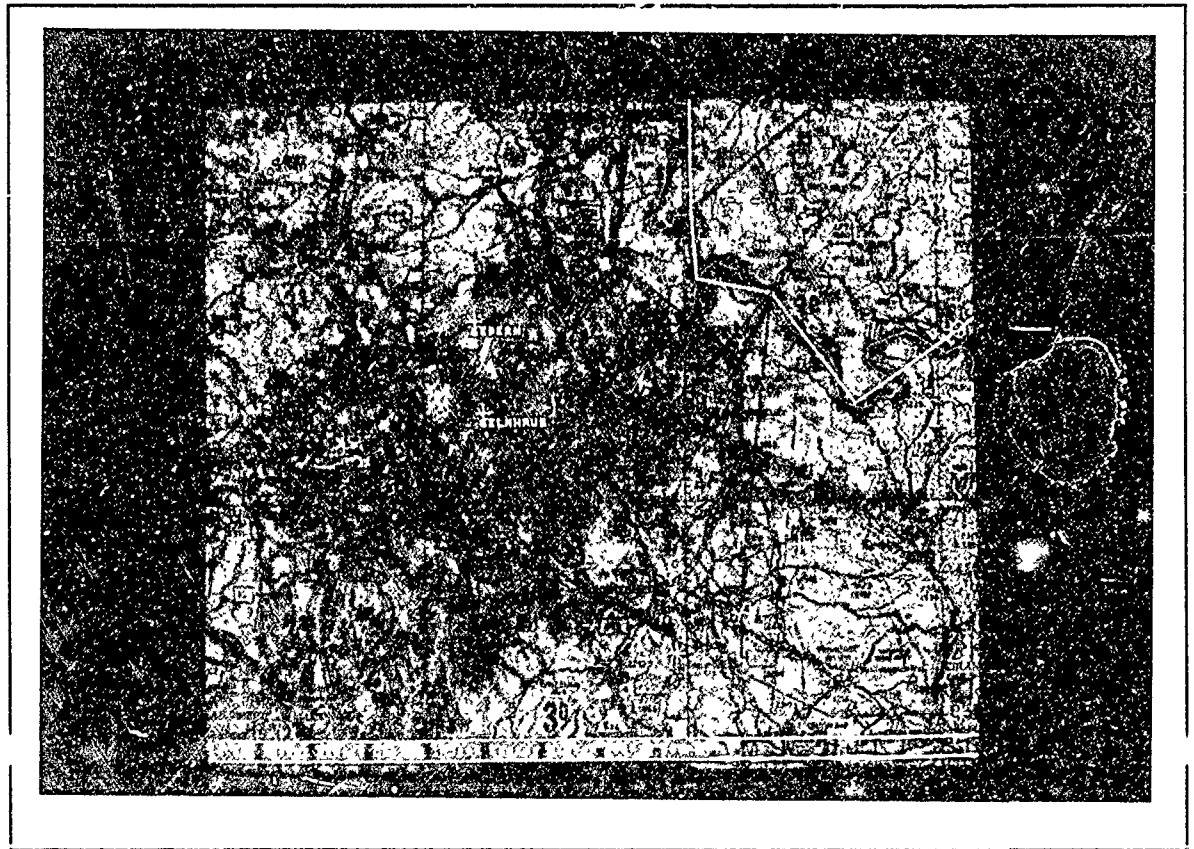
A. Select

B. Insert

C Delete



D. Optimize



E. Ingress

F. Egress

G. Finish

H. Abort

I. Help

## PLAN OPTIONS POP-UP MENU

PLAN OPTIONS -- SELECT ONE
ROUTE SAVE SHOW REVIEW REPORTS MANUAL TIME PHASE EXIT THIS MENU

## MANUAL TEXT SUMMARY

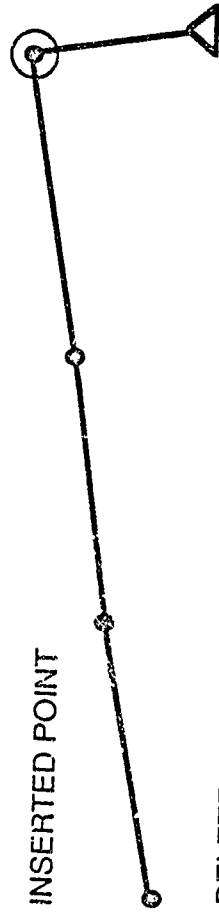
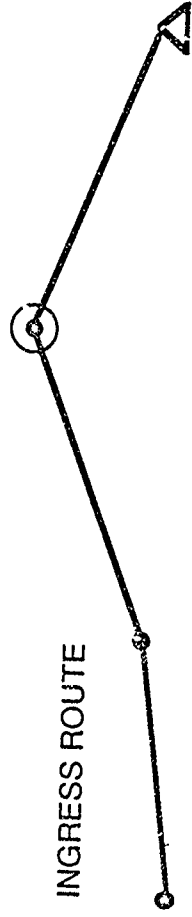
MISSION = 00LC303    OH-58D    INGRESS    MODE = COMMAND  
WP = 1    BRVE    32U NA64265952    TIME = 0000    REM FUEL = \$40  
PREV LEG: FUEL USED = 000    DIST = 0.0    DANG = 0.0    HEAD = 0.0  
ROUTE TOTALS: FUEL USED = 635    DIST = 144.5    DANG = 158.4

TO CHOOSE AN OPTION:  
PLACE CROSSHAIRS IN COMMAND BOX & HIT A BUTTON ON MOUSE

INGRESS PORTION OF ROUTE DISPLAYED

# OPERATION OF INSERT AND DELETE POINTS

+ CURSOR POSITION





LESSON 8 OBSERVING MULTIPLE ROUTE COORDINATION  
NOTE TAKING LESSON NO. 8

I. INTRODUCTION

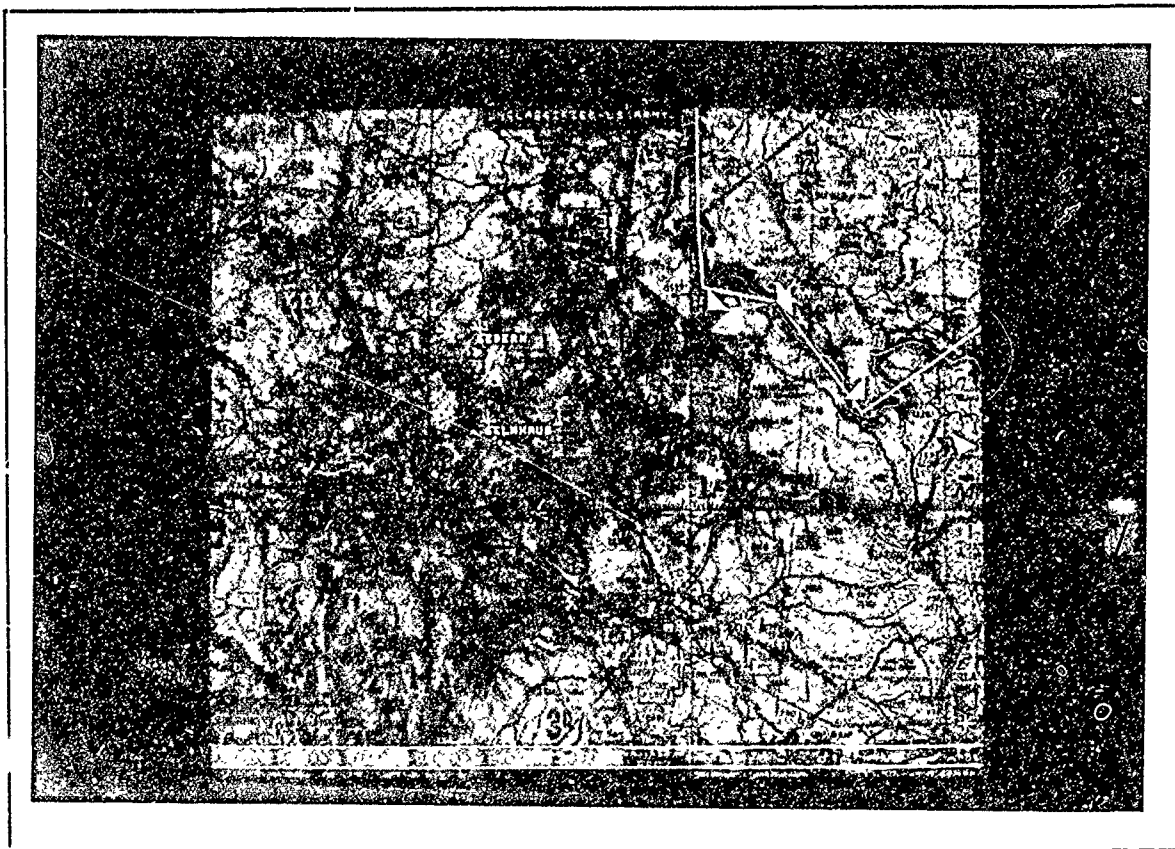
II. GETTING INTO TIME PHASE

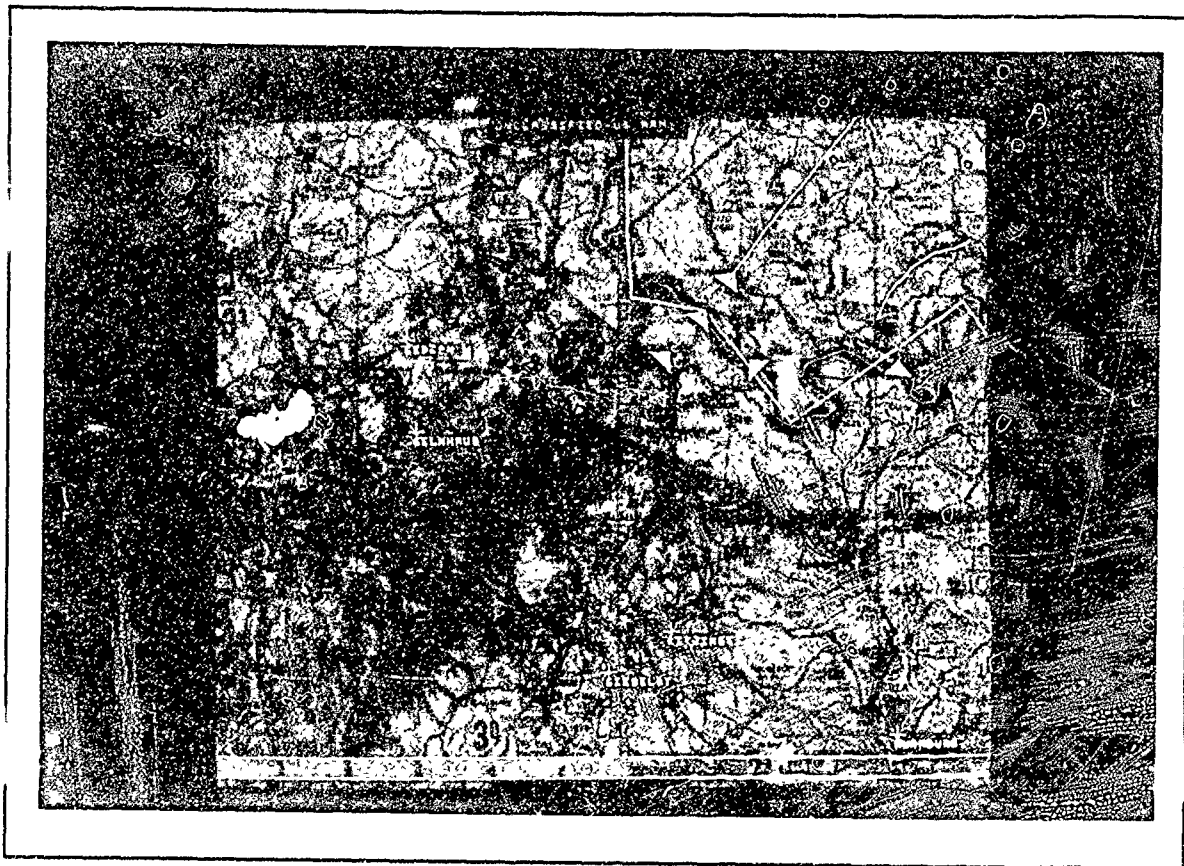
A. Menus

B. Command boxes

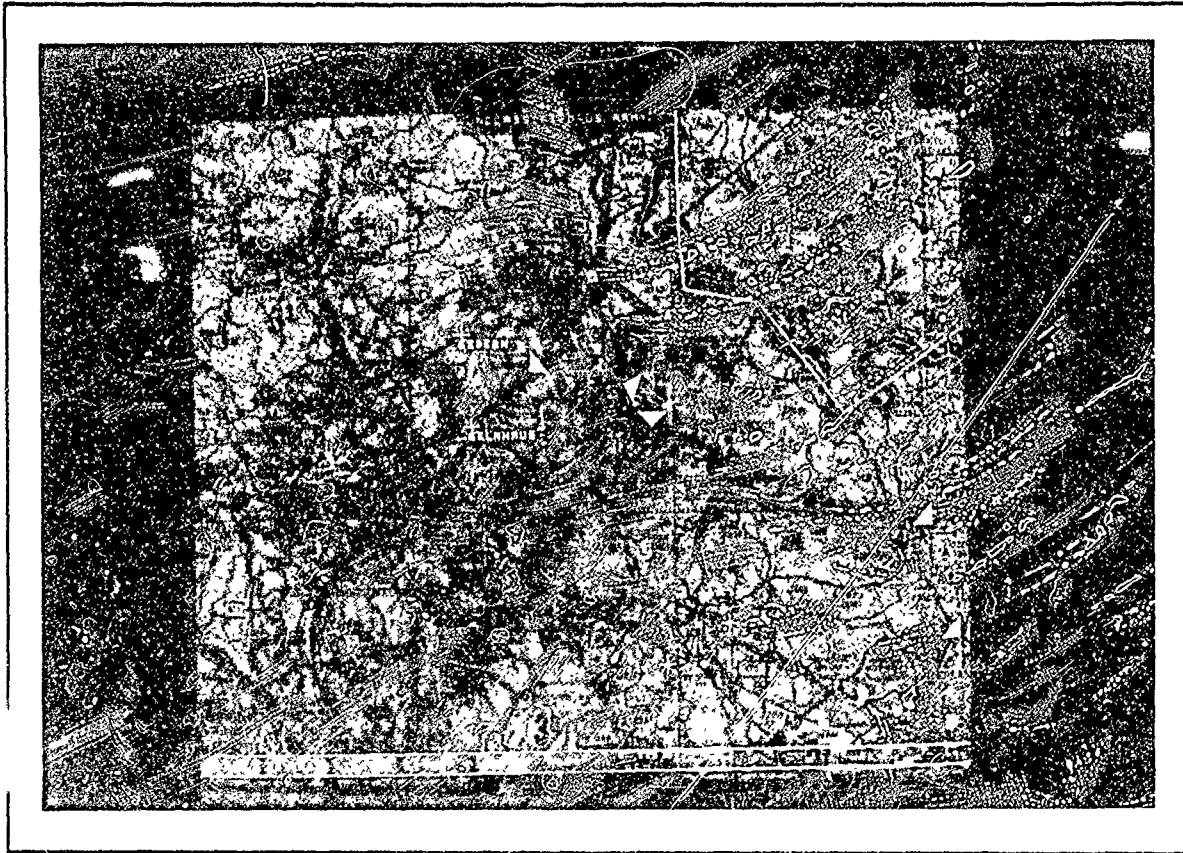
III. COMMAND BOXES

A. Advance





B. Reverse



C Start

D. Increm

E. Help

F. Abort

#### IV. THE TEXT EXPLANATION

A. Display details

B. Mission numbers

## LESSON 9 CREATING AND UPDATING A STATESPACE NOTE TAKING SHEET NO. 9

### I. INTRODUCTION

### II. DATA SOURCE

A. ASCII file

B. LOCE

C Updates

D. Text menus

### III. CULLING AND ADDING

A. Location

B. Time of Report

C Uncertainty

D. Movement

E Updating

#### IV. MANUALLY GOVERNED PURGES

A. By type

B. By time

C By type and time

01220 Terminal										KB	
IMDL	NREC, LREC=	16	1126								
MAS1 =	8	5	121	156							
TJBS =	3620400	1	1	1							
MASK =	1	1	185	118							
IHDR=	8.	49.	12.	51.	600	1200	8	16			
	CPUTIM, WALLTIM, PAGEFLTS=			0.030		0.029		0.000			
	CPUTIM, WALLTIM, PAGEFLTS=			0.040		0.070		0.000			
	UNCLASSIFIED US ARMY										
SUPR MAIN	:	SELECT COMMAND								P.	1 OF 1
F1--DATABASE	-	DATA BASE COMMANDS								(DA)	)
F2--UPDATE	-	UPDATE THREAT SCENARIO								(UP)	)
F3--PURGE	-	PURGE THREATS FROM SCENARIO								(PU)	)
F4--LOCE	-	PREPROCESS LOCE INTELL DATA								(LO)	)
F5--SPECIAL	-	SPECIAL PROGRAMMER OPTIONS								(SP)	)
F6--QUIT	-	EXIT SUPR								(QU)	)
S1--HELP	:	S2--NEXT PAGE								S3--GO TO 1ST PAGE	S4--FIND A STRING
S5--GO TO PAGE	:	S6--GRAPHICS ON/OFF; S7--MAIN MENU								S8--MENU BACKUP	

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# THREAT LOCATION INFORMATION

L005	HAWK	1605017503838.0N0092148.0E
1000M	1000M 000.0	
J005	HAWK	1605017502952.0N0093320.0E
1000M	1000M 000.0	
K001	HAWK	1605017495753.0N0102922.0E
1000M	1000M 000.0	
EMER	PATRIOT	1605017493850.0N0095400.0E
1000M	1000M 010.0	
SCHW	HAWK	1605017501648.0N0094025.0E
1000M	1000M 000.0	
NEUS	PATRIOT	1605017493530.0N0103450.0E
1000M	1000M 022.0	
HEPS	HAWK	1605017493500.0N0105240.0E
1000M	1000M 000.0	
H004	HAWK	1605017495540.0N0111402.0E
1000M	1000M 000.0	
ROSE	HAWK	1605017495140.0N0114710.0E
1000M	1000M 000.0	
H495	HAWK	1605017500800.0N0112710.0E
1000M	1000M 000.0	

## DEFENSE UPDATE RULES

CASE	SUPR ACTION
<p>Identical report</p> <p>Same report with minor modification</p> <p>Same report with significant movement</p>	<p>Ignored, no change to statespace.</p> <p>If location change is small and defense type is squatter or fixed, update uncertainty and time of report. Do not recalculate statespace.</p> <p>Considered as two entities and added into the statespace.</p>
<p>All defenses inside the statespace are purged from the statespace by LOCE when twice the dwell time of their defense type has passed since their time of last reporting.</p>	

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PURGE : EITHER SELECT A THREAT TYPE TO PURGE OR  
SPECIFY THAT ALL THREAT TYPES ARE TO BE PURGED

FL	THREAT TYPE	HL
F1--ALL	- PURGE ALL THREAT TYPES	(1)
F2--CONV ARM	- CONVENTIONAL ARMS	(2)
F3--57MM GUN	- 57MM GUIDED AA GUN	(3)
F4--ZSU-23-4	- ZSU-23-4 MOBILE AA GUN	(4)
F5--SA-2	- SA-2/FAN SONG SAM	(5)
F6--SA-3	- SA-3/LOW BLOW SAM	(6)
F7--SA-4	- SA-4/PAT HAND SAM	(7)
F8--SA-6	- SA-6/SRAIGHT FLUSH SAM	(8)

```

: S2--NEXT PAGE      : S3--GO TO 1ST PAGE : S4--FIND A STRING
: S6--GRAPHICS ON/OFF: S7--MAIN MENU      : S8--MENU BACKUP
: S5--GO TO PAGE
: S1--HELP
: S3--GO TO PAGE

```

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## PURGE TIME MENU

KB

VT220 Terminal

S1--HELP :S2--NEXT PAGE :S3--GO TO 1ST PAGE :S4--FIND A STRING  
S5--GO TO PAGE :S6--GRAPHICS ON/OFF:S7--MAIN MENU :S8--MENU BACKUP

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PURGE TIME EITHER ENTER DATE/TIME FOR PURGING P. 1 OF 1  
OBSOLETE THREATS OR SPECIFY THAT THREATS ARE  
TO BE PURGED REGARDLESS OF OBSCURESCENCE

SF1--WHENEVER - PURGE THREATS REGARDLESS OF LAST REPORT TIME (WH )

S1--HELP :S2--NEXT PAGE :S3--GO TO 1ST PAGE :S4--FIND A STRING  
S5--GO TO PAGE :S6--GRAPHICS ON/OFF:S7--MAIN MENU :S8--MENU BACKUP

DATE/TIME SPECIFIES DAY OF MONTH, HOURS, MINUTES (ZULU); AND MUST  
CONSIST OF EXACTLY 6 DIGITS WITH NO SPACES: ddhmm (example: 071200)

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